How to Stage or "Block" a Solo Song 🌮

Hopefully, you've chosen a song that you love!

Blocking your song, will give you the rehearsed confidence to perform your song well!

Follow these steps to help you stage your solo.



- 1) Decide whether or not to use a chair. If you're going to use a chair USE IT! Otherwise, don't use it it will just be in the way.
- 2) On your feet, listen to the song several times and sing along with it all the way through to get a feel for it. As you listen and sing, allow your body to move, walk, turn. Let your <u>body inform</u> you rather than trying to inform your body.
- 3) Decide where you want to begin and where you want to end. Will you begin and end in the same place? Or, will the song take you somewhere physically? These will be the first two blocking notations you write down on your lyric sheet.
- 4) After you've decided where to begin and where you'll finish find 2 or 3 places where the music makes a significant change. Maybe where the key changes, or the chorus comes back or on the bridge of the song.
- 5) Make a movement choice for those moments in the song when the music changes. Make sure your last choice takes you where you decided to end.
- 6) Annotate your hand-written lyric sheet with all of your blocking indicating all of your movement.
- 7) Now that you have the big moves figured out, make some decisions about your gestures. You don't want your hands flopping around haphazardly nor do you want them to just hang there like dead sea bass at a stinky fish market. Make some distinctive gesture choices that will physicalize the words. Use gestures on personal pronouns like "I" or "me" or "you" and use them the verbs in your song!
- 8) Once you've made your gesture choices, annotate your lyric sheet with those notes as well.
- 9) Now that you've blocked your song, practice it you can never practice enough.
- 10)Practice your introduction too this is your first impression and you want to look like you know what you're doing and that you ENJOY doing it!

11)Smile.