PERFORMANCE SKILLS

How do we create a character?

1. Facial Expressions – Happy, sad, scared, excited
2. Body Language – Posture, walk, proximity
3. Gestures – Exaggerated hand movements
4. Levels – Status, power, relationships
5. Voice – Pace, pitch, pause, tone, emphasis

EVALUATION SKILLS

1. **I think this group used the 'Performance Skill' of … well because…**
2. **I think this group used the 'Performance Technique' of … well because…**
3. **If they were to perform their monologue again they would need to….**

DO's ✔	DON'Ts ✖
DO Speak loudly and clearly	**DON'T Turn your back on the audience**
DO Exaggerate characteristics	**DON'T Speak quietly or mumble**
DO Face the audience	**DON'T Laugh on stage**
DO Be confident!	**DON'T Look at the floor**
DO Carry on if things go wrong	**DON'T Rush through your lines**
DO Make eye contact with the character you're talking to	**DON'T Be nervous, just try your best!**

Performance Techniques:

Monologue: An extended piece of dialogue spoken by one person

Cross Cutting: Two scenes which are performed on stage at the same time. One is frozen whilst the other acts, and then they switch back and forth.

Narration: Telling the story directly to the audience.

Hot Seating: An interview which asks 'the character' questions.

A History of Evacuation in World War 2

Evacuation means leaving a place. During the Second World War, many children living in big cities and towns were moved temporarily from their homes to places considered safer, usually out in the countryside.

PERFORMANCE SKILLS

How do we create a character?

1. Facial Expressions – Happy, sad, scared, excited
2. Body Language – Body propping, exaggerated movement and shapes
3. Gestures – Exaggerated hand movements
4. Levels – high, medium, low
5. Voice – tone, volume, sound collage

EVALUATION SKILLS

4. I think this group used the 'Performance Skill' of … well because…
5. I think this group used the 'Performance Technique' of … well because…
6. If they were to include body propping again they would need to….

Performance Techniques:

Body Propping: Where you use your body as a prop.

Mime: When all of the action is shown just through physical skills, and no sound.

Sound Collage: A combination of sounds used to create an atmosphere or to enhance important moments of a scene.

Stimulus: A starting point for a performance.

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Aims of Physical Theatre

Physical theatre shows that you don't have to use words to express ideas. It uses techniques such as movement, mime, gesture and dance and can be used to explore complex social and cultural issues.

Y8 Drama KNOWLEDGE ORGANISER: Homelessness

PERFORMANCE SKILLS

How do we create a character?

1. Facial Expressions – Happy, sad, scared, excited
2. Body Language – Posture, walk, proximity, emotion
3. Gestures – Exaggerated hand movements
4. Levels – Status, power, relationships, age
5. Voice – Pace, pitch, pause, tone, emphasis, dramatic pause

EVALUATION SKILLS

7. I think this group used the 'Performance Skill' of … well because…
8. I think this group used the 'Performance Technique' of … well because…
9. If they were to include a conscience alley again they would need to….

DO's ✔	DON'Ts ❌
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DO Exaggerate characteristics	DON'T Speak quietly or mumble
DO Face the audience	DON'T Laugh on stage
DO Be confident!	DON'T Look at the floor
DO Carry on if things go wrong	DON'T Rush through your lines
DO Make eye contact with the character you're talking to	DON'T Be nervous, just try your best!

Performance Techniques:

Conscience Alley: Everyone speaks a thought outloud for the same character.

Thought Track: A character's thoughts or feelings said outloud to an audience

Development of a Script: Creating your own ending to a script you begin with

Freeze Frame: a frozen picture to highlight what is happening

Issue Based Drama

Creates a drama that deals with a real life issue/problem. From confidence building to environmental issues, anti-bullying to substance misuse and anger management, issue-based drama workshops focus on any theme relevant to the group.

Y8 Drama KNOWLEDGE ORGANISER: Comedy

PERFORMANCE SKILLS

How do we create a character?

1. Facial Expressions – Happy, sad, scared, excited

2. Body Language – Posture, walk, proximity

3. Gestures – Exaggerated hand movements

4. Levels – Status, power, relationships

5. Voice – Pace, pitch, pause, tone, emphasis, volume

EVALUATION SKILLS

10. I think this group used the 'Performance Skill' of … well because…
11. I think this group used the 'Performance Technique' of … well because…
12. If they were to perform in the style of 'Comedy' again they would need to….

Performance Techniques:

Exaggerated Facial Expressions: Over the top faces used to create heightened emotions.

Exaggerated Body Language: Over the top use of the body used to create heightened emotions.

Slapstick: Deliberately clumsy actions and humorously embarrassing events.

Comedic Timing: the use of rhythm, tempo, and pausing to enhance comedy and humour.

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A History of Commedia Dell' Arte

Commedia Dell' Arte is an Italian theatrical form that flourished throughout Europe from the 16th through the 18th century. It is improvised performances based on sketches or scenarios. The first recorded Commedia Dell' Arte performances came from Rome as early as 1551. The characters of the *commedia* usually represent fixed social types and stock characters.

PERFORMANCE SKILLS

How do we create a character?

1. Facial Expressions – Happy, sad, scared, excited

2. Body Language – Posture, walk, proximity, emotion

3. Gestures – Exaggerated hand movements

4. Levels – Status, power, relationships, age

5. Voice – Pace, pitch, pause, tone, emphasis, volume, dramatic pause

EVALUATION SKILLS

13. I think this group used the 'Performance Skill' of … well because…
14. I think this group used the 'Performance Technique' of … well because…
15. If they were to create empathy for their audience again they would need to….

Performance Techniques:

Thematic Devised: Creating your own scenes based on a script you're given.

Empathy for a Character: Making the audience feel sorry for your character.

Flashback: When you go back in time, and act out a scene from the 'past'.

Direct Address: When you speak directly to the audience in character.

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DO Face the audience	DON'T Laugh on stage
DO Be confident!	DON'T Look at the floor
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DO Make eye contact with the character you're talking to	DON'T Be nervous, just try your best!

The Definition of Bullying

When an individual or a group of people with more power, repeatedly and intentionally cause hurt or harm to another person or group of people who feel helpless to respond. Bullying can continue over time, is often hidden from adults, and will probably continue if no action is taken. It can be in person or online.

PERFORMANCE SKILLS

How do we create a character?

1. Facial Expressions – Happy, sad, scared, excited

2. Body Language – choral movement, exaggerated movement

3. Gestures – Exaggerated hand movements

4. Levels – Status, power, relationships

5. Voice – choral speech, tone, emphasis, volume

EVALUATION SKILLS

16. I think this group used the 'Performance Skill' of … well because…

17. I think this group used the 'Performance Technique' of … well because…

18. If they were to include Choral Movement/Choral Speech again they would need to….

Performance Techniques:

Choral Movement: When everyone on stage does the same movement at the same time.

Choral Speech: When everyone on stage says the same thing at the same time.

Music to Create Atmosphere: Timing moments in a scene to fit with music to create effects.

Story Development: Working with a story to create your own scenes from.

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A History of the Circus

Philip Astley (1742-1814), the founder of modern circus, staged a show in London in 1768 featuring trick horseback riding and live music. It was presented in a circular structure, and named Astley's Amphitheatre.