

1. Dramatic Conventions / Techniques

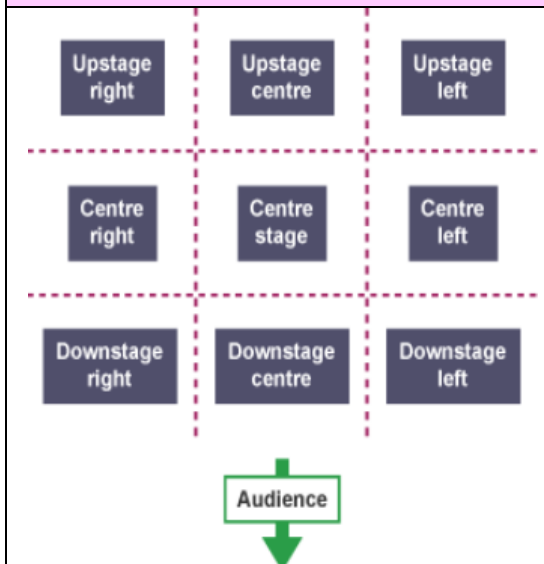
Devising	Creating a performance (usually from a stimulus).
Performance	Present your scenes to an audience.
Flashback	A scene used in film/television/theatre to reference events that have taken place previously at an earlier time in the story.
Hotseating (in role)	Interviewing the character.
Hotseating (out of role)	Interviewing the actor.
Open questions	Questions that require more than a 'yes' or 'no' answer.
Tableau / Freeze Frame	A 'living picture' showing a moment in time – as though the pause button has been pressed.
Narration	Give the audience information, particularly of what they don't see.
Direct Address	A character talks to the audience and any other characters on stage do not appear to hear.
Multi-role	Play more than one character.
Voice-over	Narrating off stage.
Cross-Cutting	Alternating between two different scenes both on stage simultaneously.

Year 9 DRAMA Autumn

2. Key Words

Technical elements	Signs and symbols in drama - use of Props, Costume, Lights, Sound, Music, Scenery, Set, Hair, Make-up, Backdrop...
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3. Areas of the Stage



Remember: The stage is always from the **actor's** point of view, as they are the ones standing on the stage. Demonstrate good **spatial awareness** by using all areas of the stage, where appropriate.

4. Command Words

Identify	Establish or indicate who or what someone or something is.
Describe	Set out characteristics of something
Analyse	Look at the information provided and break it down to identify and interpret the main points being raised.
Explore	Travel through an unfamiliar subject or situation in order to learn about it.
Collaborate	Work with others to reach a conclusion.
Hypothesis	a supposition or proposed explanation made on the basis of limited evidence as a starting point for further investigation.
Justify	be a good reason for.
Explain	Set out purposes or reasons
Communicate	convey or share an emotion or feeling in a verbal or non-verbal way.
Evaluate	Make a judgment from the evidence available
Creating	The process of developing a drama's content and roles through practical exploration, experimentation and problem solving.

Year 9 Autumn
DRAMA
 Page 2 of 2



5. Key Words

Performance skills

Signs and Symbols in Drama - an actor will use their **Vocal Skills** and **Physical Skills to communicate to an audience**

Characterisation

Using a range of performance skills to create a character that is different to yourself.

6. Vocal Skills (Skills that involve using your voice)

1. Projection	Ensuring your voice is loud and clear for the audience to hear.
2. Volume	How loudly or quietly you say something. (Shouting, whispering)
3. Tone	The way you say something in order to communicate your emotions. (E.g. Angry, worried, joyous tone of voice)
4. Pace	The speed of what you say. (How quickly, how slowly)
5. Pause	The silence between words and/or sentences. Moments of pause can create tension , show that you are thinking or create emphasis .
6. Accent	Use of an accent tells the audience where your character is from .
7. Pitch	How high or low your voice is.
8. Emphasis	Changing the way a word or part of a sentence is said, in order to emphasise it. (Make it stand out.) Try emphasising the words in capital letters and see how it changes the meaning: “How could YOU do that?” “How could you do THAT ?”

7. Physical Skills (Skills that involve using your body)

1. Movement	Does an actor move towards or away from another character?
2. Posture	The position an actor holds their body when sitting or standing. For example, an upright posture or slouched.
3. Gait	The way an actor walks .
4. Facial Expressions	A form of non-verbal communication that expresses the way you are feeling, using the face. E.g. Raised eyebrows or pursed lips .
5. Gestures	A movement of part of the body , especially a hand or the head, to express an idea or meaning. E.g. Waving, pointing, thumbs up .
6. Pace	How quickly or slowly an actor moves.
7. Levels	Sitting, Standing, Lying – what does it show?
8. Touch	Physical contact or lack of it with other characters.