



Y8 Drama Knowledge Organiser



1. SEMIOTICS: Signs and Symbols in Drama (Definition)

This is what an actor uses to communicate to an audience (Explanation)

An actor will use their **Vocal Skills** and **Physical Skills**

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

Vocal Skills (Skills that involve using your voice)

1. Projection	Ensuring your voice is loud enough for the audience to hear.
2. Inflection	A change in the quality of your voice to communicate your emotions. (E.g. Angry, worried, joyous tone of voice)
3. Pace	The speed of what you say. (How quickly, how slowly)
4. Pause	The silence between words and/or sentences. Moments of pause can create tension , show that you are thinking or create emphasis .
5. Accent	Use of an accent tells the audience where your character is from .
6. Pitch	How high or low your voice is.
7. 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 ?"
8. Clarity	Are you clear? Can the audience understand what you are saying?

3. Physical Skills (Skills that involve using your BODY)

1. Proxemics	What does the use of the space and the positioning of the characters communicate about their relationships and the scene?
2. Posture/Stance	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.