



Year 9: LEARN SHEET



Keyword	Definition
Stimulus	The starting point, idea or inspiration for your devised drama. It is what you base your drama around. Types of Stimuli <ul style="list-style-type: none"> Textual: a novel, poem, story, letter or factual material. Visual: a painting, photograph, film or artefact. Aural: a piece of music, a soundscape or a recording. Abstract: a word, a theme or a mood.
Devise	The process of creating a piece of drama.
Rehearse	To practice the devised work.
Refine	To tweak and edit sections of the devised work.
Ensemble	A group of actors who perform together.
Genre	The style of the drama e.g. comedy, tragedy, physical theatre.
Cross Cutting	Re-ordering your scenes and crossing back and forth between them.
Unison	When a phrase or movement is performed by a group of people at exactly the same time.
Choral Movement	A group of actors moving together.
Choral Speech	A group of actors speaking together
Physical Theatre	A genre of drama where the story is told via over exaggerated movement, mime and gesture.
Dialogue	The words the characters says/a conversation between two or more people.
Monologue	A piece of speech by one character.
Director	The person who instructs the actors on what to do.
Naturalistic	Something that can happen in everyday life.
Abstract	Surrealism- something that doesn't happen in everyday life (strange, odd, weird, out of the ordinary) like a nightmare.

Characterisation Skills

Vocal

Articulation – emphasis on consonants or vowels

Pitch – continuum of high to low quality

Pace – continuum of fast to slow delivery

Pause – choice of breaks in speech and their length

Tone – choice of the mood or emotion of delivery

Inflection – choice of stress or emphasis

Volume – continuum of loud to quiet

Characterisation Skills

Physical

Pace – speed e.g. fast to slow

Direction – up/down, side to side, backwards/forwards

Size – continuum of big to small

Control – continuum of stable to unstable (e.g. staggered)

Orientation – choice of where the body is facing

Spatial behaviour (proxemics)

Facial expression

Body language

Gesture

Posture

Rules for devising:

1. Discuss and act upon ideas
2. **TRY** everything!
3. Experiment with different ideas and techniques
4. Communicate effectively with your group – listen to everyone and speak politely
5. Consider what impact you are trying to have upon your audience and think about how you are going to do this