

Gangland Learn Sheet

Keyword	Definition
Status	The strength/importance of a character shown through levels, proxemics and body language
Spoken Language /dialogue	The words the character says to suggest their social status, personality and class.
Devise	The process of creating the drama.
Rehearse	Practicing the performance before showing it to an audience
Refine	Making the performance the best it can be by editing it and making necessary changes.
Naturalistic	Something that could happen in everyday life.
Stimulus	The starting point or inspiration for your drama. It is what you base your drama around.
Abstract	Something that you wouldn't expect to see in everyday life e.g. someone speaking out their internal thoughts
Marking the Moment	When a technique is used to highlight a key moment in the scene/drama
Thought Tracking	The main action freezes and a character speaks their internal thoughts to out loud – directed to themselves /the position they were in
Stepping out	The main action freezes and a character steps out of the scene and speaks about their character's thoughts in third person
Spoken thought	The main action freezes and a character steps out of the scene and speaks their thoughts aloud in first person in order to add tension or provide information

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

Techniques to mark the moment:

Slow motion – when the action slows down completely to make a moment clearer

Headwrecker – when a key moment repeats three times

Freeze frame – when the action pauses for a moment to allow the audience to see key details

Soundscape – a collection of sounds to create an atmosphere

Choral speech/movement – when a group of people perform the same movement or speech at the same time