



Stage Combat Learn Sheet



Keyword	Definition
Stage combat	A PRETEND act to portray a violent confrontation of struggle.
Transition	Moving position with focus and concentration – movements from one use of technique to another
Status	The strength/importance of a character shown through thought 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.

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

Key Health and Safety rules:

Work cooperatively – make sure your partner is ready!

Stay in your allocated space

Do not distract others

Remained focused at all times

Stage Combat techniques:

Slap
Punch
Kick
Head Butt
Knee
Hair Pull
Ear Pull

How to perform stage combat SUCCESSFULLY:

You must apply the techniques **SAFELY** and **APPROPRIATELY**.

Ensure your **TRANSITIONS** between the use of techniques is **SEAMLESS**.

Ensure stage combat techniques are used to **BUILD UP TENSION** and **EMOTION**

Use appropriate **DIALOGUE** to build tension and emotion

Use **VOCAL SKILLS** and **PHYSICAL SKILLS** to show character and emotion