

KS3 Knowledge Organiser year 7 :

By the end of year 7 I need to know how to:

- Play a character/role effectively on stage.
- Create my own drama in response to a stimulus.
- Evaluate my own and other work, identifying how meaning is being conveyed and considering some improvements.
- Perform and stage a script for an audience.

I need to understand these dramatic terms and understand how they are used to convey meaning

What do I need to do to make progress in drama ?

You need to show you can:

- ◇ Work co operatively in a group to explore and develop ideas.
- ◇ Respond creatively to stimulus by creating characters and devising your own drama.
- ◇ Perform conveying ideas successfully.
- ◇ Evaluate and interpret your own and others work showing understanding of how the characters are created and the drama is shaped.

Remember you are responsible for the quality of the groups work , if you co operate and contribute the work is more likely to be effective.

Dramatic Devices

Freeze Frame — A vivid motionless scene or image.

Thought Tracking — A group makes a still image and individuals speak their thoughts and feelings out loud. It can also involve members of the class speaking one characters thoughts aloud for them.

Mime — A storyline is acted out through movement and gesture without the character speaking.

Direct Address — An actor speaking directly to the audience.

Narration — A narrator tells a story or gives a an account of something.

Slow motion — Sometimes scenes showing events such as fights or races are shown in slow motion for greater visual effect.

Choral Speaking — Recreation of poetry or prose by a chorus.

Symbols — Dramas are produced to a great extent through the use of symbols—or representations—standing in for real things.

Dramatic Pause — During the dialogue a short silence is created—this can help build up the tension.

Basic structure for devising

Exposition — Introduction of an idea.

Development — Often a conflict or problem.

Climax — Highest point of tension.

Ending — Resolution between the characters/ cliff hanger/question for the audience.

Design Elements :

Costume & Props — they should convey era and convey information about the character.

Set — Where is it ?

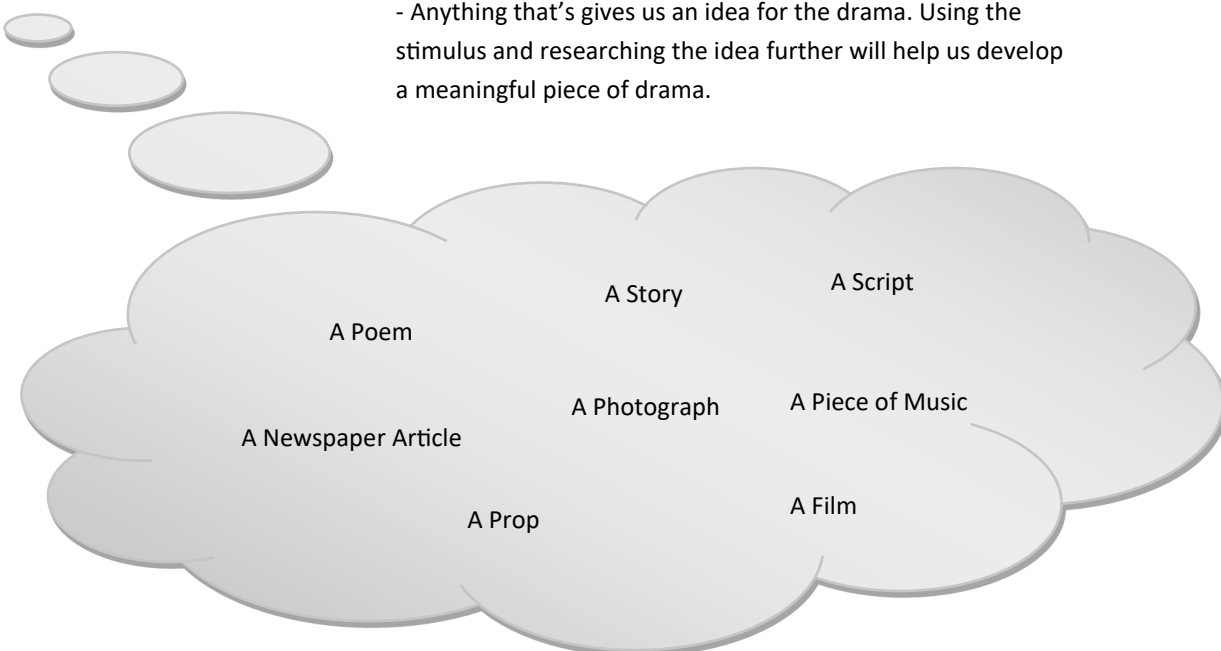
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Sound Effects — SFX e.g thunder, train arriving.

Lighting — LFX—conveying an atmosphere or highlighting a character or moment.

What is a stimulus ?

- Anything that's gives us an idea for the drama. Using the stimulus and researching the idea further will help us develop a meaningful piece of drama.



Performance skills need to convey the character/idea clearly.

- * VTAPPE—volume, Tone, Accent, Pitch , Pace , Pause, Emphasis .
- * FEMPPIG—Facial expression, Eyes, Movement & gesture, Posture, Proxemics, Interaction, Gait.
- * Stage Positioning — Face the audience/don't block other characters.
- * Entrance and exits — Introduce your character and set the mood.
- * Engagement with the audience — Facing out , projecting your voice conveying your character.
- * Commitment and focus — Stay in the role and perform with energy.