

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 ?

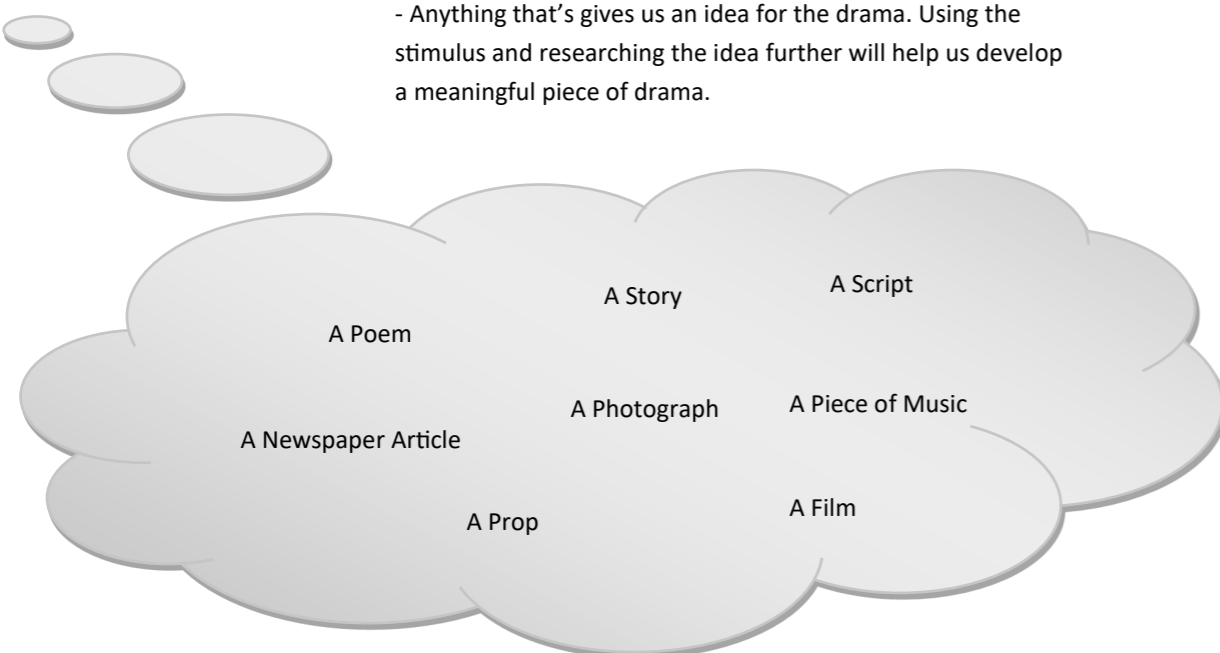
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Sound Effects — SFX e.g thunder, train arriving.

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.