

KS3 knowledge organiser Year 9

By the end of year 9 to know how to

- * Create a character with a **'back story'** and clear purpose in the scene / drama.
- * Contribute to the **devising process responding to a stimulus**.
- * **Structure** my ideas so meaning is conveyed clearly to the audience.
- * Use Dramatic Devices in the drama to convey my ideas imaginatively.
- * Perform with **commitment and focus** using **vocals and movement** appropriately.
- * **Stage** the drama effectively using **technical/design aspects appropriately**.
- * Evaluate the drama recognising where amendments and refinements are needed.

I need to understand how to perform a role effectively and be able to discuss/evaluate how meaning is being conveyed.

Vocals	Tone, pause, pace, pitch, volume, emphasis.
Movement	Gestures which convey emotion, mime to symbolise or represent.
Interaction with other actors	How the character moves towards/ around other characters. Use of eye contact or looking away.
Proxemics	The way the space is used to convey relationships between the character.
Stage Positioning	Face the audience / Don't block other characters.
Engagement with audience	Facing out to the audience, projecting your voice.
Commitment and Focus	Stay in role, when conveying your character, energy.

I need to understand these dramatic terms and be using them in my Drama to convey meaning imaginatively.

Dramatic Devices	Design Aspects
<p>Freeze Frame - A vivid motionless scene or image</p> <p>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.</p> <p>Mime - A storyline is acted out through movement and gesture without the character speaking.</p> <p>Direct Address - An actor speaking directly to the audience.</p> <p>Narration - A narrator tells a story or gives an account of something.</p> <p>Slow motion - Sometimes scenes showing events such as fights or races are shown in slow motion for greater visual effect.</p> <p>Choral Speaking - Recitation of poetry or prose by a chorus.</p> <p>Symbols - Dramas are produced to a great extent through the use of symbols—or representations—standing in for real things.</p> <p>Dramatic Pause - During the dialogue a short silence is created—this can help build up the tension.</p> <p>Multi-Role - Actors commonly perform more than one character in a drama.</p>	<p>Costume } They should convey era (when the drama is set) and convey information about the character.</p> <p>Props }</p> <p>Set Where is it?</p> <p>Symbols - Dramas are produced to a great extent through the use of symbols—or representations—standing in for real things.</p> <p>Sound Effects SFX—e.g. Thunderstorms, train arriving.</p> <p>Lighting LFX—conveying an atmosphere or highlighting a character or moment.</p>

I need to understand the different roles of theatre practitioners and the decisions that need to be made to convey meaning effectively.

Actor	<p>How will meaning be conveyed effectively?</p> <p>Commitment/engagement with the audience</p> <p>Vocals</p> <p>Movement</p> <p>Interaction</p> <p>Motivation</p>
Director	<p>How will the plot/idea be conveyed to the audience?</p> <p>Staging</p> <p>Style/Genre</p> <p>Structure</p>
Designer	<p>How will the design convey meaning effectively?</p> <p>Costume</p> <p>Set design</p> <p>Lighting</p> <p>Props</p>

You need to understand that drama can be presented using different genres and styles. They all have certain features and that's how we recognise the genre. Drama is either naturalistic or non naturalistic in style.

GENRE: Physical Theatre

FEATURES

- Representing thoughts and emotions through physical movement.
- Highlighting an aspect of a scene with exaggerated physical movement.
- Symbolising a situation through physical movement.
- Expectation that the audience will need to think about what the drama is portraying therefore can be more engaging.



Genre:

Theatre in Education

- There is a clear aim and educational objective running throughout.
- A small cast so actors must be versatile and often have to multi-role.
- The production must be portable so the design is simple and representational.
- They explore issues important in society.
- There is some level of audience involvement.
- They are rarely wholly naturalistic because direct address or narration is used to engage the audience.
- The costumes are simple and representational, especially if actors have to multi-role.
- They may include facts and figures to educate the audience.
- They may have a strong message or moral running throughout.

STYLE: Naturalism

Constantin Stanislavsky was an influential theatre practitioner whose ideas are still used today in both theatre and film acting. He believed you should research your role so you can understand the character you are playing. He wanted the actor to think about why they are saying those lines and consider the characters back story. He believed you should portray the character as realistically as possible.

Create a character profile for the role you played in today's lesson to consider your characters back story.

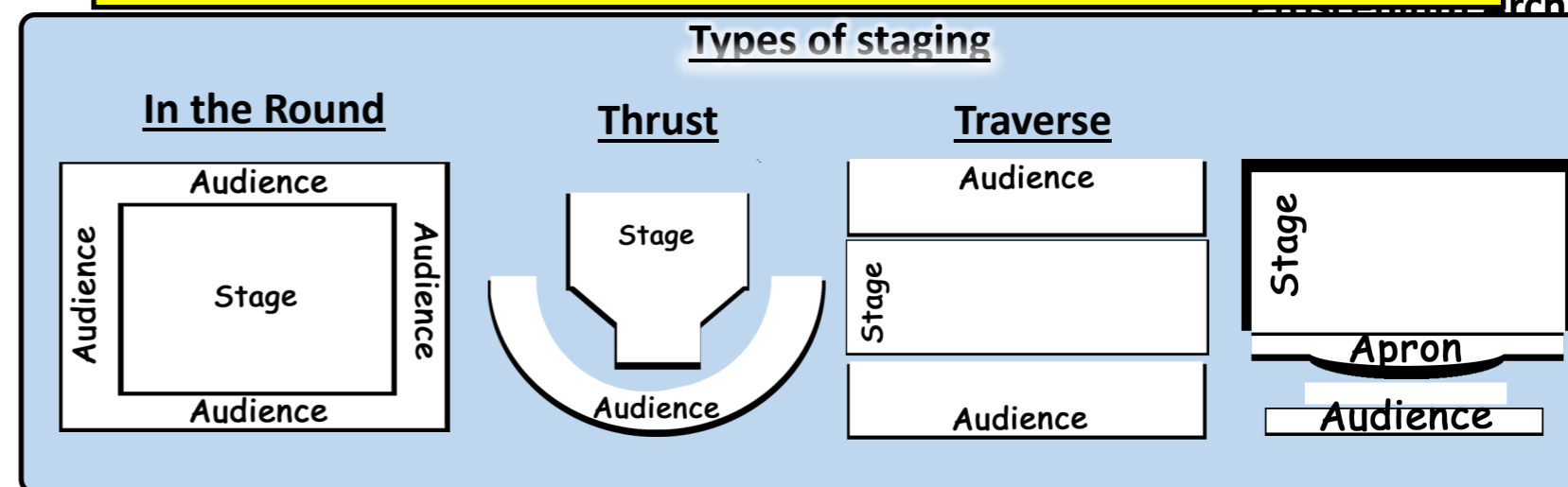
GENRE: Pantomime

GENRE: Horror

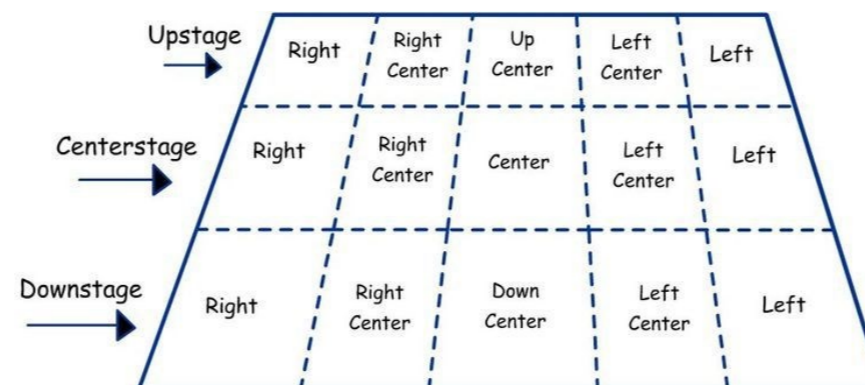
Feature	Features
It is funny.	A ghost or death.
Use of modern references.	A spooky or peculiar incident.
Men playing women, women playing men.	A haunted house/place with uneasy feeling.
Over the top-exaggerated acting-larger than life.	Unpredictable weather/sudden unexpected movement or appearances.
Communicating with the audience, audience participation.	A sceptic—a narrator or a central character who begins as a sceptic and is won over.
Stock characters e.g. Hero and Villain—'Goodie' and 'Baddie' characters.	Special effects to create an uneasy atmosphere.
Songs and dances, often up to date chart songs with some lyrics changed for the story.	
Clowning	
Exaggerated costume/make-up and set design.	

I need to know the different ways a play can be staged and understand the pros and cons.

Types of staging



Basic stage directions



AUDIENCE

Basic structure for devising

Exposition - Introduction of idea/character

Development - Often a conflict or problem

Climax—Highest point of tension

Ending - Resolution between the characters/Cliff hanger/Question for the audience