



# Map

## Belfairs Academy Drama and Theatre Fundamentals

Year 12 T1-T6

Component 1 – Drama and Theatre – Set Text Study 40%

Knowledge	Skills
<p><b>AO3</b> <b>Students will know...</b></p> <p>The core themes and intentions of the chosen play text            The social, cultural and historical context of the play            The character function and intentions of the play            The design functions of the play            The quotes that evidence both performance and design ideas</p> <p><b>The range of required terminology</b>  <b><u>NON – VERBAL COMMUNICATION</u></b></p> <ul style="list-style-type: none"> <li>➤ Gesture</li> <li>➤ Facial expression movement</li> <li>➤ Physical movement</li> <li>➤ Mime</li> <li>➤ Tableaux (still images created with actors' bodies)</li> <li>➤ Dance</li> <li>➤ Mask work</li> </ul> <p><b><u>VOICE</u></b></p> <ul style="list-style-type: none"> <li>➤ Pitch (the note of the voice – high/low pitch)</li> <li>➤ Range (how high/low the voice will go)</li> <li>➤ Pace</li> <li>➤ Use of pause</li> <li>➤ Tone (the tone which is used to express feeling)</li> <li>➤ Volume</li> <li>➤ Articulation (the level of precision with which the words are pronounced)</li> </ul> <p><b><u>SPACE</u></b></p> <ul style="list-style-type: none"> <li>➤ Intimate space – closest space for touching, whispering etc.</li> <li>➤ Personal space – space used amongst close friends/family</li> <li>➤ Social space – a level of distance one maintains in company where others are familiar</li> <li>➤ Public space – a level of distance one maintains where others are unfamiliar or for public speaking</li> </ul> <p><b><u>MOVEMENT</u></b></p> <ul style="list-style-type: none"> <li>➤ Body language</li> <li>➤ Gesture</li> <li>➤ Facial expression</li> <li>➤ Movement around the stage (relating to use space and proxemics)</li> <li>➤ Mannerisms of character</li> </ul> <p>Terminology relating to design</p>	<p><b>AO3</b> <b>Students will be able to...</b></p> <p>Put the play into context in terms of setting and style            Put the scenes into context within the whole play            Explain how one would use design aspects or use performance skills to communicate meaning            Justify creative ideas using a range of character aspects such as status in the scene, objectives (both long and short), education and background or the given circumstance/situation of the scene            Evaluate how design and/or performance ideas will create impact on the audience            Use subject specific terminology that links directly to the skill in question            Discuss the use of proxemics as an indication of the emotional relationships between characters            Embed relevant quotes from the extract to highlight ideas and justify creative choices            Explain how theatre is both performed and developed</p> <p><b>Offer responses from the perspective director/performer/designer</b></p> <p><b>AO4</b>            Offer theatre evaluation based on:            Decisions made by the director to communicate meaning            Decisions made by the designer to communicate meaning            Personal responses to the live theatre.</p>



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Apron, thrust, promenade, proscenium arch, black box studio, costume, make up, lighting, sound, stage, setting, props,	
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