

# DRAMA - YEAR 7 - SCRIPT EXPLORATION

A Key Terms		
1	<b>Script</b>	The dialogue and stage directions of a play that have been written down.
2	<b>Dialogue</b>	The words that the characters say to each other
3	<b>Stage directions</b>	The movements of the characters around the stage. They are usually written in <i>Italics</i> and in <i>(brackets)</i>
3	<b>Act</b>	Plays are often divided into long sections called Acts, usually 2, sometimes more
4	<b>Scene</b>	A small section of a play in a particular time or place. A change of place or time ( or both ) means a new scene has started.
5	<b>Character</b>	A fictional person in a play who is played by an actor
6	<b>Monologue</b>	A section of the play that only involves one character
7	<b>Duologue</b>	A section of a play that only involves two characters.

C Using the stage directions		
1	<b>Ignore for now</b>	When first reading the script it is OK to ignore the stage directions as you get to know the characters
2	<b>Add another reader</b>	As you develop your ideas you can ask another person to read the stage directions to help you to imagine what is happening
3	<b>Following the stage directions</b>	Following the stage directions means doing as they say NOT reading them outloud.

B Creating Atmosphere		
1	<b>Voice</b>	<b>Volume</b> - how loud or quiet your voice is <b>Tone of voice</b> -.is your character angry or sad, happy or frustrated. <b>Pace</b> - how quickly or slowly you say the lines
2	<b>Body language</b>	<b>Facial expressions</b> - What does the look on your face, like rolling your eyes or yawning, say about your character <b>Gestures</b> - movements of your body that communicate to the audience like shrugging your shoulders or shuffling your feet. <b>Posture</b> - Is your character standing up straight or slouched. Are they sitting up straight or do they have their feet up on the table. <b>Movement</b> - .How does your character move around the stage? Who do they stand with? Who do they stand away from.
3	<b>Costumes and Props</b>	The clothes that you wear tell the audience a great deal about the character you are playing - the style, the colour, the age, the condition.
4	<b>Lighting and sound.</b>	The colour and brightness of the lights is a tremendous way of creating atmosphere. Music is another really powerful way of setting the scene - is it loud or quiet? Happy or sad? Is it scary?