

# DRAMA - YEAR 9 - EXPLORING A SCRIPT

## A PLANNING YOUR PERFORMANCE

1	Blocking	The precise planning of how the actors will move about the stage.
2	Proxemics	Planning the distance between character/actors to show their relationships and feelings
3	Atmosphere	the mood or ambience of a scene
4	Diction	The manner in which words are pronounced
5	Relationships	The emotional connections between characters (Good and bad)
6	Dramatic aims/intentions	What you want the audience to think, feel or understand
7	Motivation:	The thought(s) or desire(s) that drives a character to pursue a want or need
8	Monologue	A speech by a single character without another character's response
9	Soliloquy	A speech meant to be heard by the audience but not by other characters on the stage
10	Design concept	A director's vision of a play in production which includes all staging elements

## B PLAY STRUCTURE

1	Exposition:	The first stage of a fictional or dramatic plot, in which necessary background information is provided
2	Conflict:	The conflict in a play can be external (between characters) or internal (within a character) and is usually resolved by the end of the play.
3	Rising Action:	An event, conflict or crisis or set of conflicts and crises that are the part of a play's plot leading up to the climax
4	Climax:	The highest point of a drama after which the action falls away into the resolution.
5	Falling Action:	This is when the events and complications begin to resolve themselves and tension is released.

## C REHEARSAL TECHNIQUES

1	Units	Sections of a scene which represent the individual actions of a character.
2	Objectives	An objective is the reason for a character's actions- what the character wishes to achieve
3	Off text work	Creating scenes and situations that are not part of the script
4	Thought tracking	Actors stop during a scene to 'speak their thoughts' in character
5	Hot seating	Actors answer questions about their character whilst remaining in character
6	Sub text	The actual meaning and motivation behind the lines that are spoken and the actions taken.