

Darkwood Manor

Key vocabulary:

Non verbal The nonverbal information we send out through our body, voice, face, and appearance

Mime: the theatrical technique of suggesting action, character or emotion without words, using only gesture, expression and movement

Role play: The role you are playing e.g. A Teacher

Physical theatre: Body as prop

Facial expressions: Displays what you character is feeling

Levels: Proxemics and where you stand, making Freeze Frames look more interesting

Freeze frames: Demonstrate the key moment of a story

Dialogue: The words used in a piece of Drama

Group work: working in a group

Conscience corridor: the group takes on 2 contrasting viewpoints to provide a tunnel of thoughts for the character travelling through. Description. Split the group into 2 and ask them to form 2 lines facing each other

Tension: A sense of anticipation or conflict within characters or character relationships, or problems

Suspense: suspense is the anticipation of the outcome of a plot or of the solution to an uncertainty, puzzle, or mystery, particularly as it affects a character for whom one has sympathy.

Hot seating: is a drama strategy in which a character or characters, played by the teacher or a child, are interviewed by the rest of the group

Narration: When someone reads the story to an audience

Soundscape: Creating the sounds of the environment, e.g. the jungle

Ghost hunters are looking into the haunting of Darkwood Manor, they have to gain entry through a huge scary garden with statues in. They discover the ghost of a boy. What has happened to him in his lifetime?

The unit is based on non-naturalistic Drama.

You will be assessed on :

5 Core Drama skills

Devised structure

Cliff Hangers

Working from stimulus

Action/Pot

Flash Forward

Flashback

Use each word to create a sentence

5 core drama skills:

Body language- tells us how your character feels –

Voice ·pitch, pace intonation, projection, tone, suspense, pause

Gesture - is defined as a sign that communicates a character's action, state of mind and relationship with other characters to an audience.

Facial Expression- conveys an emotion that tells us about the character and the way they react to the situation. It may also tell us something about that situation, eg if the character is very shocked when something happens. A **facial expression** can also convey the character's true feelings.

Interaction is the action or relationship among two or more characters