

KEY VOCABULARY

Tableaux - A frozen image on stage. It shows a key performance moment.

Devise - The creation of an original piece of Drama.

Structure - How the plot or story of a play is put together - including a beginning, middle and end.

Stimulus - A starting point for a piece of work. It could be anything from a script, a theme, a photo or word - even a piece of art or an object!

Dramatic Tension - When opposing characters, dramatic action, ideas, attitudes, values, emotions and desires are in conflict creating a problem that needs to be resolved (or unresolved) through drama.

Mime - is a drama told through movement and no dialogue.

Convention - The specific actions and techniques the actor has used to create a desired dramatic effect/style.

Monologue - A speech delivered by a single character.

HAUNTED SCHOOL

Characterisation

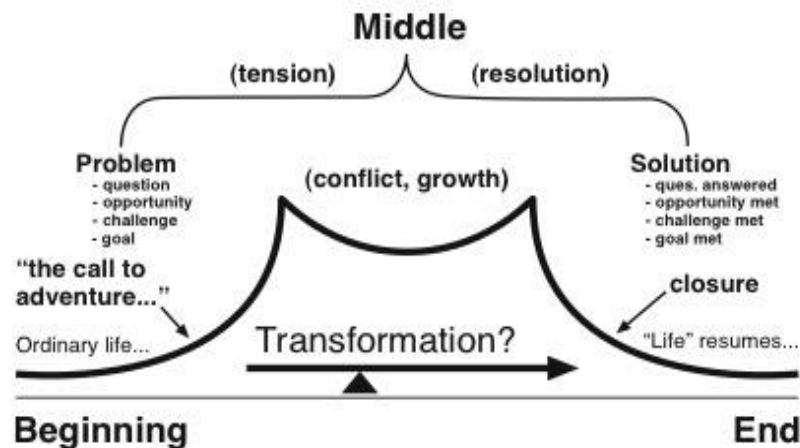
Characterisation means the act of changing yourself to portray a character in role, as all people are different.

In your Haunted School work you are required to devise several performances based on a given stimulus. As part of this process you are required to develop different character types over several lessons. This means you need to consider your characterisation carefully and experiment with your role during rehearsals.

Things to experiment with for role development in 'Haunted School':

Facial expressions / Body language / Gesture / Vocal expression / Movement

Structure



WIDER RESEARCH



Paranormal Definition

All the things that are impossible to explain by known natural forces or by science