

## KEY VOCABULARY

Theme - A reoccurring idea in a play.

Thought Tracking - A drama convention used to explore character the inner thoughts of the character. The actor in role speaks out loud to the audience what the character is thinking in that given moment.

Hot-Seating - Questioning a character in role to learn about their motivations.

Characterisation - Making your body and voice appropriate for the role you are playing.

Tableaux - A freeze frame or still image. Often used in theatre to draw the audiences attention to a key moment.

Improvisation - Responding to an idea by making up performance in the moment.

# DR FAUSTUS

Dr Faustus is a 16<sup>th</sup> century play written by playwright Christopher Marlowe. It centres around a character called Faustus who, growing bored of university life and hard work, chooses to sell his soul to the devil in exchange for 24 years of wishes. Upon his death in 24 years time, Faustus's soul will go to hell. Faustus discovers that his wishes are not all he wants and he increasingly feels tricked by the devil. The play ends with Faustus being taken to hell. There are many opportunities in the play for Faustus to repent and ask for forgiveness from God, but he chooses not to. The play fits into the moral genre of the 16<sup>th</sup> century whereby theatre was used as a tool of reminding people about right and wrong or good and evil. In 16<sup>th</sup> century England, religion was unquestioned and there was an unshaken belief in God, Heaven and Hell. People feared going to Hell and Dr Faustus served as a reminder about why. It can be understood today as an early example of horror.

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### Themes in Dr Faustus

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Greed

Sin

Redemption

Consequence

## WIDER RESEARCH



### CAN YOU REMEMBER SOME OF THE LANGUAGE AND ITS MEANING FROM THE SCRIPT?

'Blasphemy'- to speak against God

'What ails Faustus?'- what is wrong Faustus?

'Talk not of Paradise, nor Creation' - talk not of Heaven

'Sweet Faustus, leave that execrable art' - come away, that's evil

