



- 6.1 – Design Question
- 6.2 – Characterisation
- 6.3 – Performance Space
- 6.4 – Interpretation of Character

KS4 DRAMA Knowledge Organiser – Examination Focus.

Lantern Types

Question 6.2: **8 Marks – 8 Minutes** (Design)

1. One **very brief sentence** showing that you understand the **context of the line**. Describe your design.

Question 6.3: **12 Marks – 12 Minutes** (Performance Space)

1. To create a **XXX effect** I would ... because.... (You are playing)

2. XXXX would **react** to me this way by.... (Character 2)

3. I would **interact** with XXX by.... (Character 2/3)


Useful Vocabulary

Stage Positions Touch


Levels Proximity Reactions

Pace and Style of Movement


Spot - has a hard-edged effect, used to light characters or elements on the stage. Coloured filters can be used with this lamp.




Fresnel - used for a softer edged effect, with a diffusing lens in front of the lamp. It's useful for good overall light when used with others.



Flood - produces a clear wide-angled light, but there's little control over the spread of the light. Coloured filters can be used with this lamp



Strobe - a flashing light, used for special effects. It's often used to give the effect of old movies. It produces a jerky effect on the movements of actors when used on its own.



Question 6.2: **8 Marks – 8 Minutes** (CHARACTERISATION)

Paragraph Structures

- One **very brief sentence** showing that you understand the **context of the line**. Give your **vocal skills** used to deliver the line and the **reasons for it**.
- Give your **Physical skills** used to deliver the line and the **reasons for it**.

6.3

Use of stage space
Interaction
Movement
Effect

First person:
"I am playing the role of...."

EXAM PLAN		
Question	Marks	Minutes
A (SAQS)	4	2
Read		5
B – 6.1	4	4
B – 6.2	8	8
B – 6.3	12	12
B – 6.4	20	24
Plan		5
C – 11/12	32	40
Check		5

Vocal and Physical Skills

- Accent** – A way of speaking in a local area or country.
- Volume** – Loudness or quietness of the voice
- Articulation/ Diction** – Clarity of the words spoken and chosen
- Tone** – Suggests your mood and intention
- Pitch** – The particular level (high or low) of a voice
- Pace** – The speed
- Pause** – A break in speaking, period of silence
- Intonation** – Rising and falling of voice in speech
- Emphasis** - Stressing a specific word or phrase
- Inflection** - Change in pitch or loudness of the voice

- Gesture** – Any movement of the actor's head, shoulder, arm, hand, leg or foot
- Mannerisms** – A distinctive behavioural trait
- Body Language** – Non-verbal communication by movement or position
- Facial Expressions** – Look on face which shows emotion
- Proxemics** – The distance between two characters, conveys meaning to the audience
- Gait** – A person's manner of walking
- Posture** – Physical alignment of a performer's body conveying information about the character
- Eye Contact** – Where are they looking with their eyes
- Demeanour** - The way you behave, which gives people an impression of your character and feelings
- Crying or laughing** - The use of tears to show emotion
- Physical Contact** - A touch of another character
- Interaction** - the action or relationship among two or more characters.
- Use of a prop** - For example a handkerchief or a plastic gun



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Sound: Diegetic vs Non-diegetic

Diegetic - Sound that can be heard by the characters on stage (The audience can see the source it is coming from)

Diegetic - Sound that can't be heard by the characters on stage

- Underscore
- Pre-recorded
- Sound effects
- Live
- Amplification
- Volume
- Atmosphere
- Era
- Onstage / offstage
- Instruments
- Rhythm

Set Design

When designing a set, you might consider

- **Stage configuration** (End on, Proscenium Arch, Traverse, in the round)
- A **composite** set or a number of different sets
- The **scale**
- Any **levels, ramps or stairs**
- **Location** of the actors' **entrances and exits**
- Any **backdrops, flats or projections**
- The **colours, textures and shapes** used
- Any necessary **props, set dressings or furnishings.**

When designing a costume, you might consider:

- **Style, cut and fit**
- **Colour, fabric, pattern** (buttons, trim, ribbons)
- **Condition** (worn or new, neat or wrinkles, clean)
- **Footwear**
- **Headgear**
- **Accessories**
- **Make-up and hairstyle**

Costume Design



Precise detail **examples** when describing costumes...

A. Material	B. Colour	C. Condition	D. Fit / style	E. Fashion / purpose
Cotton	Bright colours	Pressed and ironed	Practical	Apron
Cashmere	Dark colours	Clean / pristine	Comfortable	Cardigan, jumper
Wool	Dull / worn colour	Dirty	Formal	Skirt, trousers, dress
Silk	Mix-match	Worn	Tight and fitting	Top, T-Shirt, blouse, shirt, vest top
Felt	Matching	Distressed	Short sleeve	Trainers / daps
Polyester	Colours for labour work	Rips and holes	Long sleeve	Pencil skirt and blouse
Denim	Colours that show wealth and status	Dropped stitches	Flowing (unrestricting)	Flowing dress
Velvet		Hems dropping	Baggy and loose	Blazer / jacket
Tweed		Shiny	Tight and fitting	Short heels / high heels
		Patch work	Revealing (above knees / cleavage)	Shiny shoes
		Fraying edges		Untucked
		Scuffed	Long / short	

F. Headwear	G. Hair	H. Footwear	I. Accessories	J. Jewellery	K. Makeup
Cap / Truck	Messy and dishevelled	Shoes with soles falling off	Gold buttons	Rings	Eyeshadow
Flat cap	Un-styled	Brogues	Embroidered emblem	Watch	Mascara
Headband	Styled	High heels / stilettos	Trim	Locket	Foundation
Clips	Groomed	Shoes with holes	Badge	Brooch	Blusher
Hairband	Parting	Shoes with holes	Scarf	Pearl necklace	Lipstick / gloss
Hat (describe)	Gelled	Short heels / kitten heels	Gloves	Pearl earrings	Minimal coverage
	Messy bun	Shiny leather shoes buffered		Gold studs	Full coverage
	Slick back hair and tight bun	Patent shoes (fake)		Diamonds	Brown to create mud marks
		Dirty trainers / converse / daps / plimsoles		Fake gold and silver	Black to create bruising
		Unlaced shoes / trainers		Fake stones (ie diamonds)	Oil to create sweaty look
		Shoes that don't fit			