

6.1 – Design Question

- 6.2 Characterisation
- 6.3 Performance Space
- 6.4 Interpretation of Character

KS4 DRAMA Knowledge Organiser – Examination Focus.

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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)

Question 6.2: 8 Marks – 8 Minutes (CHARACTERISATION)

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

Useful Vocabulary

Stage Positions Touch

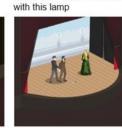
Levels Proximity Reactions

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

there's little control over the

Coloured filters can be used

wide-angled light, but

spread of the light.

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.



Paragraph Structures

- 1. One <u>very brief</u> sentence showing that you understand the context of the line. Give your vocal skills used to deliver the line and the reasons for it.
- 2. 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...."

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

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		

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6.2 - Characterisation

6.3 - Performance Space

6.4 – Interpretation of Character

Set Design

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

Costume Design

- **Accessories**
- Make-up and hairstyle

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.

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

Onstage / offstage

Instruments

Rhythm

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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
Denim	Colours that show	Dropped stitches	Flowing (unrestricting)	blouse
Velvet	wealth and status	Hems dropping	Baggy and loose	Flowing dress —
Tweed		Shiny	Tight and fitting	Blazer / jacket
		Patch work	Revealing (above	Short heels / high heels
		Fraying edges	knees / cleavage)	
		Scuffed	Long / short	Shiny shoes Untucked
				Uniocked

	r. nedawedi	G. Hull	n. rooiweai	i. Accessories	J. Jewellery	k. Makeup
	Cap / Truck	Messy and dishevelled	Shoes with soles falling off	Gold buttons	Rings	Eyeshadow
	Flat cap			Embroidered	Watch	Mascara
		Un-styled	Brogues	emblem		
	Headband				Locket	Foundation
		Styled	High heels /	Trim		
	Clips		stilettos	D	Brooch	Blusher
	Ll aviula ava al	Groomed	Clara and with the land	Badge	De aut a caldara a	Limatials / alass
	Hairband	Parting	Shoes with holes	Scarf	Pearl necklace	Lipstick / gloss
	Hat (describe)	runing	Short heels /	Scari	Pearl earrings	Minimal
	riai (acscribe)	Gelled	kitten heels	Gloves	r can cannigs	coverage
		001100	KITTOTT TTO OIS	0.0.00	Gold studs	cororago
		Messy bun	Shiny leather			Full coverage
			shoes buffered		Diamonds	
		Slick back hair				Brown to create
		and tight bun	Patent shoes (fake)		Fake gold and silver	mud marks
			(/			Black to create
			Dirty trainers /		Fake stones (ie	bruising
			converse / daps /		diamonds)	
			plimsoles			Oil to create sweaty look
			Unlaced shoes /			,
			trainers			
			Shoes that don't			
			fit			
l						