

# YEAR 11 KNOWLEDGE ORGANISER - AUTUMN 1

## TEXT IN PERFORMANCE

### KEY TERMINOLOGY

1	<b>Monologue</b>				A speech delivered by one performer.
2	<b>Duologue</b>				A speech delivered by two performers.
3	<b>Blocking</b>				Deciding on when and where each actor moves in a given scene.
4	<b>Hot Seating</b>				An actor, in role, is placed in the HOT SEAT. The character is then questioned to help the actor develop the role.
5	<b>Given Circumstances</b>				The information given to the actor by the playwright. This can be in the form of character descriptions, stage directions, what they say and do and what others say about them.
6	<b>Magic If</b>				A technique developed by Stanislavski which asks you to imagine what you would do IF faced with a situation and then think about how your character would react.
7	<b>Writing in Role</b>				A method of character development where an actor writes from the perspective of their character. (Letters, texts, diary entries, etc.)
8	<b>Motivation</b>				A character's wants, needs and desires. What drives them to do and say what they do.
9	<b>Language of the Role</b>				Vocal Skills such as pace, pause, pitch, emphasis, tone, accent, etc. and Physical Skills such as gait, gesture, body language, levels, facial expressions and proxemics.
10	<b>Naturalism</b>				A style of theatre developed by Stanislavski. It's aim is to recreate action on stage as realistically as possible. Actors can use a variety of techniques such as Magic If and Emotion Memory in order to create naturalistic characters. Audiences feel, not think.
11	<b>Epic Theatre</b>				A style of theatre developed by Bertolt Brecht. It's aim is to present information to the audience so they can address social issues. Actors use placards, multi-role and narration. Audiences think, not feel.
12	<b>Emotion Memory</b>				Thinking about actual real-life experiences and remembering how you felt and acted at that particular moment and using this to portray realistic looking emotions on stage.
13	<b>Audience Awareness</b>				Ensuring you communicate effectively with the audience.

### LANGUAGE OF THE ROLE

#### VOCAL SKILLS

<b>Pitch</b>	How high or low you speak.
<b>Pace</b>	How fast or slow you speak.
<b>Pause</b>	A gap in speech. Can cause tension.
<b>Emphasis</b>	Putting stress on a word to highlight it.
<b>Tone</b>	Adding emotion to the voice. E.g. Angry, sad.
<b>Accent</b>	Showing where your character is from.
<b>Volume</b>	How loud or quiet you speak.

#### PHYSICAL SKILLS

<b>Body Language</b>	Communicating with your body.
<b>Facial Expressions</b>	Communicating with your face.
<b>Gait</b>	How your character walks.
<b>Gesture</b>	Communicating with hand movements.
<b>Posture</b>	How your character stands.
<b>Proxemics</b>	How near/far you are from other characters.

### STAGE POSITIONS

UPSTAGE RIGHT USR	UPSTAGE CENTRE USC	UPSTAGE LEFT USL
CENTRE STAGE RIGHT CSR	CENTRE STAGE CS	CENTRE STAGE LEFT CSL
DOWNSTAGE RIGHT DSR	DOWNSTAGE CENTRE DSC	DOWNSTAGE LEFT DSL