

YEAR 11 KNOWLEDGE ORGANISER - AUTUMN 1

TEXT IN PERFORMANCE

KEY TERMINOLOGY

1	Monologue				A speech delivered by one performer.
2	Duologue				A speech delivered by two performers.
3	Blocking				Deciding on when and where each actor moves in a given scene.
4	Hot Seating				An actor, in role, is placed in the HOT SEAT. The character is then questioned to help the actor develop the role.
5	Given Circumstances				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	Magic If				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	Writing in Role				A method of character development where an actor writes from the perspective of their character. (Letters, texts, diary entries, etc.)
8	Motivation				A character's wants, needs and desires. What drives them to do and say what they do.
9	Language of the Role				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	Naturalism				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	Epic Theatre				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	Emotion Memory				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	Audience Awareness				Ensuring you communicate effectively with the audience.

LANGUAGE OF THE ROLE

VOCAL SKILLS

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

PHYSICAL SKILLS

Body Language	Communicating with your body.
Facial Expressions	Communicating with your face.
Gait	How your character walks.
Gesture	Communicating with hand movements.
Posture	How your character stands.
Proxemics	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