

Key words and definitions

Facial expressions – Changing the expression on your face to represent an emotion.

Body language – changing how you hold yourself to show your character's emotions to the audience.

Levels – the level at which you present your character. Some people can be higher up, some lower down like on the floor

Exaggeration - making your movement and expressions bigger to make the characters attributes more apparent to the audience.

Character – A person or creature you are playing in a play. They must have a voice, a way of moving and an intention on stage.

Physical Theatre – when an actor uses their body to create an object

Soundscape – sounds to create the environment where a scene is set – like a landscape where you see everything, a soundscape you hear everything

Multi-Role – when an actor plays more than one character in a scene

Devising – creating a whole performance from one small idea called a stimulus

Split Screen – when two scenes are on stage at the same time. One freezes whilst the other is moving then it swaps

Drama Knowledge Organiser – Key Stage 3



Thought Tracking:

Thought tracking is when you come out of a still image to reveal your thoughts and feelings to the audience. You speak directly to them and will often tell them things that the other characters on stage don't know. This secret helps the audience to empathise with your character.

Rehearsal:

A rehearsal is when your group create and perfect a performance before you show the audience. Everyone must be totally focused on making the performance fantastic for your audience.

Still image:

A still image is a frozen moment on stage where the characters stay still to clearly stop the play and show the audience a moment in time. It is often used to highlight something important that has happened.

There are 5 things that make a good freeze frame, they are:

1. Facial expressions
2. Body language
3. Gestures
4. Levels
5. No blocking

Mime:

To mime in drama is to act without speaking. You need to use body language and facial expression to demonstrate what has happened to the audience. Over exaggerated movements are often used.