



## Glossary – Key Words

General Key words		Physical Skills	
<b>Stimulus</b>	Inspiration or Idea.	<b>Facial Expressions</b>	Use of the face to show mood, feeling or character.
<b>Naturalism</b>	Naturalistic scenes to represent the idea of real life on stage – the characters are believable.	<b>Body Language</b>	Non-verbal communication using the body to show character/emotion.
<b>Non-naturalistic</b>	Using dramatic techniques which are non-naturalistic in a scene.	<b>Levels</b>	The height a character is at (low or high) – can be used to show status
<b>Stage Directions</b>	Centre stage, upstage, downstage, stage left, stage right	<b>Space</b>	<b>Proxemics/Direction</b> Proxemics – the space between characters to show a relationship. Direction – Space in which the character stands/moves.
<b>Characterisation</b>	Use of physical and vocal skills to accurately portray and maintain a role..	<b>Posture</b>	How the body is held to show character or emotion
<b>Context</b>	Understanding when and where the play was written and when and where it is set including the social, cultural and historical contexts.	<b>Gesture</b>	An action of the body
<b>Devising</b>	Creating a performance.	<b>Vocal Skills</b>	
<b>Page to Stage</b>	Process of bringing the play from a script to the stage.	<b>Pitch</b>	High or low use of voice.
<b>Dramatic Techniques</b>		<b>Pace</b>	Speed when delivering dialogue
<b>Still Image</b>	A frozen picture/freeze frame which communicates meaning.	<b>Tone</b>	How the voice conveys emotion
<b>Thought Track</b>	When a character steps out of a scene to address the audience about how they're feeling.	<b>Volume</b>	How loud or soft the dialogue is delivered
<b>Conscience Alley</b>	The group takes on 2 contrasting viewpoints to provide a tunnel of thoughts for the character travelling through to help solve a dilemma/problem	<b>Clarity</b>	The way the words are pronounced.
<b>Marking the Moment</b>	Highlighting a key moment in a scene using other non-naturalistic techniques (e.g. slow motion/thought track)	<b>Accent</b>	Shows where the character is from
<b>Improvisation</b>	Work that is made up as you go along.	<b>IDEA</b>	
<b>Flashback</b>	Used to interrupt the present storyline for a brief return to past events.	<b>Identify</b>	Identify a skill/technique
<b>Slow Motion</b>	Slowing down the action to highlight a key moment	<b>Describe</b>	Describe an example of how the skill/technique is used.
<b>Hot Seating</b>	A character is questioned whilst in role.	<b>Explain</b>	Explain how this is used effectively in the scene.
<b>Soundscape</b>	Create sounds as a group to mimic a real or imaginary environment	<b>Analyse</b>	Analyse the impact of this on the scene and the audience.
<b>Body as Prop</b>	Using the body to physically represent a prop.		
<b>Dramatic Irony</b>	Dramatic irony occurs when the audience knows something that the characters don't.		
<b>Physical Theatre</b>	A form of theatre which emphasises the use of physical movement, (e.g. mime) for expression or representation		
<b>Forum Theatre</b>	Stopping and changing something about a scene whilst it is being rehearsed/performed.		