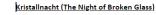
What is a stimulus?

A stimulus is a starting point to generate ideas. It may be a picture, song, poem, short story, object, or even just

a word! It is meant to be explored, discussed and used to create an original piece of drama. The final piece of drama does NOT need to resemble any starting stimulus – the stimulus is simply the starting point in order to generate ideas to explore.



From adolescent dreams I wake, No hope for blessed sleep remains— Embracing silence in the dark, I search for light past shuttered panes.

But no, my window is secure Against this chilly autumn night; I now recall when Mutter came To stroke my brow and lock it tight.

But as I ponder this, it comes— A vengeful thunder in the street; A pounding like ten thousand drums On cobblestones by marching feet.

Portfolio Questions

- What was your initial response to the stimuli and what were the intentions of the piece?
- What work did your group do in order to explore the stimuli and start to create ideas for performance?
- What were some of the significant moments during the development process and when rehearsing and refining your work?
- How did you consider genre, structure, character, form, style, and language throughout the process?
- How effective was your contribution to the final performance?
- Were you successful in what you set out to achieve?

Explorative Strategies:		Assessment Objectives:
Still Image Thought Track	Movement Improvisation	In this component, you will be assessed on your
Soundscape Flash	back Marking the moment	ability to
Monologue Naturalism		
Brechtian Techniques: 'He wanted his audiences to remain objective and distant from the emotional involvement so that they could make considered and rational judgements about any social comment or issues in his work'. Techniques Narration Coming Out of Role Speaking the Stage Directions Direct Address Using Placards Multi-roling	Physical Theatre: (Frantic Assembly) World-renowned theatre company who use physical theatre to devise performances. Wanted to create non-realistic pieces of theatre through the use of movement and music. Techniques: Chair duet Lifts Walk the grid Mirroring Round-By-Through	 AO1 – Create and develop ideas to communicate meaning for theatrical performance. AO2 – Apply theatrical skills to realise artistic intentions in live performance. AO4 – Analyse and evaluate your own work and the work of others
Split Role	, 3	

Glossary – Key Words

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