# Year 10 GCSE Drama Knowledge Organiser – Component 1: Devising

# 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.





#### Kristallnacht (The Night of Broken Glass)

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:**

Still Image

**Thought Track** 

Flashback

Movement

Improvisation

Marking the moment

Soundscape 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

Split Role

# **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

# **Assessment Objectives:**

In this component, you will be assessed on your ability to...

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

# Glossary – Key Words

	General Key words		Physical Skills
Stimulus	Inspiration or Idea.	Facial	Use of the face to show mood, feeling or
		Expressions	character.
Naturalism	Naturalistic scenes to represent the idea of	Body	Non-verbal communication using the
	real life on stage – the characters are	Language	body to show character/emotion.
	believable.	0.101	
Non-naturalistic	Using dramatic techniques which are non-	Levels	The height a character is at (low or
	naturalistic in a scene.		high) – can be used to show status
<b>Stage Directions</b>	Centre stage, upstage, downstage, stage left,	Space	Proxemics/Direction
	stage right		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	Posture	How the body is held to show
	portray and maintain a role		character or emotion
Context	Understanding when and where the play was	Gesture	An action of the body
	written and when and where it is set		
	including the social, cultural and historical		
Davisina	contexts.		Vess Chille
Devising	Creating a performance.		Vocal Skills
Page to Stage	Process of bringing the play from a script to	Pitch	High or low use of voice.
	the stage.	Dana	Speed when delivering dialogue
	Dramatic Techniques	Pace	Speed when delivering dialogue
Still Image	A frozen picture/freeze frame which	Tone	How the voice conveys emotion
	communicates meaning.		Harriage and the second
Thought Track	When a character steps out of a scene to	Volume	How loud or soft the dialogue is
	address the audience about how they're feeling.		delivered
Conscience Alley	The group takes on 2 contrasting viewpoints	Clarity	The way the words are
Conscience Aney	to provide a tunnel of thoughts for the	Clarity	pronounced.
	character travelling through to help solve a		promouniced:
	dilemma/problem		
Marking the	Highlighting a key moment in a scene using	Accent	Shows where the character is from
Moment	other non-naturalistic techniques (e.g. slow	7.0000	
	motion/thought track)		
Improvisation	Work that is made up as you go along.		IDEA
Flashback	Used to interrupt the present storyline for a	Identify	Identify a skill/technique
	brief return to past events.	,	
Slow Motion	Slowing down the action to highlight a key	Describe	Describe an example of how the
	moment		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	Analyse	Analyse the impact of this on the
	imaginary environment		scene and the audience.
Body as Prop	Using the body to physically represent a prop.		
Dramatic Irony	Dramatic irony occurs when the audience		
<u> </u>	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.		