

Year 11 GCSE Drama Knowledge Organiser – Live Theatre Evaluation

<u>Physical Skills</u>	<u>Vocal Skills</u>	<u>Costume</u>	<u>Lighting</u>	<u>Sound</u>	<u>Set</u>	<u>Key Moments</u>
Gesture Facial Expressions Body Language Posture Gait Proxemics Focus (eye contact) Levels Movement	Pitch Pace Volume (Projection) Tone Accent Clarity Pause Intonation Inflection Emphasis	<p>The costumes would have been designed to reflect a number of things.</p> <p>Part of an overall concept which begins with the director's & designer's ideas.</p> <p>To reflect & support the character/s that wear them to show their ages, gender, physicality, social status and individual character traits.</p> <p>Suggest a time period and/or location.</p> <p>Suggest or support the themes being explored.</p> <p>Practicalities of the costume (Health and Safety, use of movement, ease of use etc)</p> <p>Use of accessories, hair, make up and masks if appropriate.</p>	<p>Lighting can create meaning by itself by focusing on one area.</p> <p>Lighting can define time – changes in time – through fades & by colour & intensity of light to indicate time of day.</p> <p>Lighting can be used to confront, blind &/or shock the audience.</p> <p>Lighting can create a mood & atmosphere through colour & intensity.</p> <p>Lighting can create moods & atmospheres with certain angles.</p> <p>Lighting Techniques</p> <ul style="list-style-type: none"> -Fade -Cross Fade -Lighting State -Snap -Blackout -Cue <p>Lighting Types</p> <ul style="list-style-type: none"> -Profile/Spotlight -Fresnel -Flood Light -Coloured Gels -Gobo -Backlight 	<p>Sound works in a similar way to lighting in that it can assist in indicating time & location through different effects & soundtracks & also create mood & atmosphere.</p> <p>Sound can create a busy street or the country.</p> <p>Sound can underscore the action & create mood.</p> <p>Sound can emotionally heighten the intensity of a scene by using an evocative melody or a song.</p> <p>Sound can be used to contrast the action of the scene & make the audience think about what is going on & why.</p> <p>Sound can move the action forward by reflecting the passing of time in some way.</p> <p>Examples of Sound:</p> <ul style="list-style-type: none"> -Live Music -Live Sound -Recorded Sound -Sound Effects/ Found Sound 	<p>How does the set actually create or define the performance space?</p> <p>Does the set suggest a location or various locations & how does it do that?</p> <p>Does the set suggest a time period & how does it achieve that?</p> <p>Does the set create a world for the characters to live in?</p> <p>Is this world created in a literal or naturalistic set or does the set use symbols to suggest the world of the play?</p> <p style="text-align: center;">Props</p> <p>Support the location & period in a very literal sense.</p> <p>Have symbolic value by evoking memories of the past.</p> <p>Used as key signs to recognition of a character.</p> <p style="text-align: center;">Stage Furniture</p> <p>Parts of the set that the performers can move during the play. As a designer, you would need to consider:</p> <ul style="list-style-type: none"> -Levels -Entrances and Exits 	<p>You need to give specific examples from the play to support your points based on the question.</p> <p>You also need to consider in your answers the audiences response including:</p> <p>Key moments in the play</p> <p>How tension/mood/ Atmosphere was created</p> <p>The audiences emotions and why the features helped to enhance this.</p> <p>The audiences thoughts about the play.</p> <p>The communication of the intention of the play to the audience.</p>
<u>Stage Directions</u>						
USR - Upstage Right	USC - Upstage Centre	USL - Upstage Left				
CR- Centre Right	CS - Centre Stage	CL - Centre Left				
DSR - Downstage Right	DSC - Downstage Centre	DSL - Downstage Left				
Audience	Audience	Audience				
						

