

Year 8 Drama Knowledge Organiser		
TOPIC	1. DARKWOOD MANOR	2. VIRTUAL WORLD 'Helmet' by
OVERVIEW	You will follow the story about the Brown family who live in Darkwood Manor. A Cluedo style topic that allows you to find out clues and information that builds each week. This topic builds on the skills and knowledge needed to be successful on Level 2 NCFE in Performance Skills.	You will read scenes from the play and follow the story about Roddy. You will adopt characters from the play to learn more than the hardship of both Roddy and his idol Sal. You will carry out off-text work to explore the issues of gaming and its pressure on young people today. This topic cements the skills learnt in Darkwood Manor in preparation for Level 2 NCFE in Performance Skills.
KEY KNOWLEDGE	You will take part in a whole-class drama where you attend a village meeting. You have been invited to spend one night in Darwood Manor, if you do, and declare it isn't haunted, you will be given £1000. You will learn the skills to re-create characters with realism and intrigue. You will develop the knowledge in how to devise imaginative plays that extend upon the knowledge you have learnt through the stimuli from the storyline.	Roddy is a young teenager who finds escapism from his family life in a gaming shop run by Sal. As we read the play, we will learn why Roddy is so unhappy and why playing console games help him cope with life. Sal is the owner of the gaming shop. He doesn't like teenagers but persists with Roddy because he feels sorry for him. As we read the play, we will discover that both Sal and Roddy are going through similar situations and are not too dissimilar to each other.
KEY LANGUAGE	<p>Develop: The progression of a character or piece of drama</p> <p>Projection: The ability to make a sound heard at a distance</p> <p>Sustain: The ability to stay in role for a period of time</p> <p>Unison: Simultaneous performance or utterance of action or speech</p> <p>Dramatic Tension – A moment created by the action of a play</p> <p>Flashback - a scene in a play, novel, etc. set in a time earlier than the main story</p> <p>Freeze Frame – a group of actors creating a still image that represents part of a story</p> <p>Mime - the theatrical technique of suggesting action, character, or emotion without words, using only gesture, expression, and movement.</p> <p>Movement - an act of moving in a non- naturalistic way</p> <p>Perform - present (a form of entertainment) to an audience</p> <p>Rehearse - practise (a play, piece of music, or other work) for later public performance.</p>	<p>Stimulus- a range of sources that generate ideas for devising.</p> <p>Develop: The progression of a character or piece of drama</p> <p>Projection: The ability to make a sound heard at a distance</p> <p>Sustain: The ability to stay in role for a period of time</p> <p>Flashback - a scene in a play, novel, etc. set in a time earlier than the main story</p> <p>Freeze Frame – a group of actors creating a still image that represents part of a story</p> <p>Perform - present (a form of entertainment) to an audience</p> <p>Rehearse - practise (a play, piece of music, or other work) for later public performance.</p> <p>Stimulus- a range of sources that generate ideas for devising.</p> <p>Nightmare- a memory of events which communicate through disturbed dreams.</p> <p>Props- the use of items that help bring realism to the play.</p> <p>Thought-tracking- Where a character speaks to the audience about how they feel. The other characters on stage cannot hear them.</p>

	<p>Tension- is a growing sense of expectation within the drama, a feeling that the story is building up towards something exciting happening.</p> <p>Atmosphere- is the feeling, emotion, or mood that is created on stage.</p> <p>Stimulus- a range of sources that generate ideas for devising.</p> <p>Hot-seating- a character who is questioned in role by another character to learn more about their character.</p>	
<p>KEY SKILLS</p>	<p>Role-play Flashback Whole-class drama Teacher-in-role Movement Levels Characterisation</p>	<p>Exaggeration Physical skills Vocal skills Characterisation Script reading Comedy- timing, clocking the audience, repetition. Thought-tracking Freeze frame</p>