

YEAR 7 DRAMA KNOWLEDGE ORGANISER

YEAR 7 DRAMA KNOWLEDGE ORGANISER			
TOPIC	1: BASELINE ASSESSMENT The Tell- Tale Heart by Edgar Allan Poe	2: SCRIPT WORK Ernie’s Incredible Illucinations by Allan Ayckbourn	3: RESPONDING TO A STIMULUS World War One
OVERVIEW	You will explore the short story written by this famous author by experimenting with a range of new drama techniques. You will develop skills to be able to communicate your own interpretation to the context of the story focusing on character, tension and group work skills.	You will read this play scene by scene taking an opportunity to explore your interpretation of the plot, characters and techniques. You will develop knowledge in characterisation in order to perform with exaggeration. By adopting the style of Ayckbourn, you will develop the skills to devise imaginative plays.	You will read scenes from the play A Muddy Choir and carry out off-text work where you will empathise with those involved during this historical period. You will devise work that is naturalistic and non-naturalistic developing knowledge in both sets of skills.
KEY KNOWLEDGE	"The Tell-Tale Heart" is a short story by American writer Edgar Allan Poe, first published in 1843. It is related by an unnamed narrator who endeavours to convince the reader of the narrator’s sanity while simultaneously describing a murder the narrator committed. One of the major themes in “The Tell-Tale Heart ” is the effects of guilt or conscience and the descent into madness. You will explore ways to create tension and an eerie atmosphere through devising work based on the story.	This play was originally published in 1969. Ernie is a boy with an incredible imagination – everything he imagines becomes real, much to the consternation of his parents. They take Ernie to the doctor’s in search of a cure but things don’t go exactly as planned. Secret agents, a boxing granny and mountaineering in the local library make this a hilarious story and fun for all ages. You will explore the characters in the play and how to portray engaging characterisation. You will conclude the topic by creating your own scene in the play demonstrating your skills in devising an imaginative plot.	This topic will focus on reading exerts of the play The Muddy Choir. This is a story about boys growing up and the humanising power of music. The play, which includes period songs, tells the story of three young boys serving with the Durham Light Infantry in 1917. You will be responding to the scenes, creating drama that allows you to empathise to those who served in the war and their families at home.
KEY LANGUAGE	Develop: The progression of a character or piece of drama Projection: The ability to make a sound heard at a distance Sustain: The ability to stay in role for a period of time Unison: Simultaneous performance or utterance of action or speech Dramatic Tension – A moment created by the action of a play Flashback - a scene in a play, novel, etc. set in a time earlier than the main story Freeze Frame – a group of actors creating a still image that represents part of a story	Develop: The progression of a character or piece of drama Projection: The ability to make a sound heard at a distance Sustain: The ability to stay in role for a period of time Flashback - a scene in a play, novel, etc. set in a time earlier than the main story Freeze Frame – a group of actors creating a still image that represents part of a story Perform - present (a form of entertainment) to an audience Rehearse - practise (a play, piece of music, or other work) for later public performance. Direct Address - a character speaks directly to the audience while the action on stage remains spate and unaware of this interaction.	Develop: The progression of a character or piece of drama Projection: The ability to make a sound heard at a distance Sustain: The ability to stay in role for a period of time Dramatic Tension – A moment created by the action of a play Freeze Frame – a group of actors creating a still image that represents part of a story Script - the written text of a play Non-naturalism - performance that communicates a symbolic interpretation rather than a literal one.

	<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>Physical Theatre- Using your body to re-create an inanimate object.</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>Narration- one or more performers speak directly to the audience to tell a story, give information or comment on the action of the scene or the motivations of characters.</p> <p>Characterisation- The act of changing voice, body language, movement, gesture etc when in role</p> <p>Theatre-in-the-round- The audience sits on four sides of the stage.</p>	<p>Physical theatre- The combination of movement and acting.</p> <p>Mime - the theatrical technique of suggesting action, character, or emotion without words, using only gesture, expression, and movement.</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>Hot-seating- a character who is questioned in role by another character to learn more about their character.</p> <p>Forum Theatre- An Augusto Boal technique whereby the audience control the performance as a way to provide positive criticism.</p> <p>Trenches- tunnels that were dug into the ground as a defence against the Germans. Many men died as a result of 'trench war fare' as they were shot as they climbed over the sides.</p>
<p>KEY SKILLS</p>	<p>Freeze Frames Mime Narration Physical Theatre Exaggeration Physical skills (facial expressions, body language, gestures, posture, walk)</p>	<p>Characterisation Physical skills Vocal skills- projection, tone, intonation, dramatic pause Exaggeration Melodramatic Narration Direct address Freeze Frame Levels Movement</p>	<p>Script-reading Movement Levels Vocal skills- projection, tone, intonation, emotion, dramatic pause, pace, pitch Ensemble Mime Hot-seating Forum Theatre</p>