Year 8 Drama Knowledge Organiser – Term 2

What will I learn about this term?

- In this unit, you will take part in physical exercises based on physical theatre and imagination to create environments and characters reacting to environments.
- You will learn how to create tension and atmosphere for an audience in a devised piece of Drama based on a Haunted House story.
- You will be practically assessed on your rehearsal work and through an end of unit whole class performance using the skills you have learnt.

Tone Volume Accent Emphasis Pace Physical Skills Eye Contact Gesture Posture Stance Body Language Facial Expression

Key Vocabulary



Suspension of Disbelief – A decision the actor or audience makes to put aside what they know is not real and accept the premise as being real for the duration of the story, for the acting or enjoyment.

In drama you can physically create the mood or atmosphere of a location and climate for an audience or you can react to that environment in a way that makes the environment clear to an audience.

Environment – Your surroundings.

<u>Devising</u> – A rehearsal and performance method where the script or movement starts with the actors' ideas rather than from a script.

<u>Improvisation</u> – The activity of making or doing something not planned beforehand.

Mood and Atmosphere – The tone or feeling of a play or scene, often implied by the acting, the

<u>Physical Theatre</u> – A genre of drama where an actor uses their body to create atmosphere,

<u>Dramatic tension</u> – How you keep an audience hooked to the story of your play. It creating and maintaining an audience's involvement through your play.

<u>Stimulus</u> – Any topic, object or event that elicits a sensory or behavioural response.

<u>Climax</u> – The point of greatest intensity in a scene or play.

<u>Levels</u> – Using different heights or levels onstage to create visual interest.