

Year 7 Autumn Term

Still Image

Also known as a “tableau” or “freeze frame”
 Still image requires actors to create a “picture” of a key moment from the drama without the use of sound or movement.
 Often used at the start or end of the drama or to highlight a key moment within the story.

Blocking

Blocking refers to the movement and positioning of actors around the stage in a performance.
 Actors usually take written or mental notes on their positions and movements on the stage to ensure that they are recreated exactly the same each time.
 Blocking someone is when an actor is hiding another actor from the audiences view.

Levels

Levels give a stage more visual interest, and the various levels can be useful, as they allow different characters the opportunity to communicate different status, for example.
 The various levels might represent different locations, or may just allow the audience to see particular bits of the action more clearly. .

Captioning

Captioning is where a scene or still image is given one sentence that encapsulates it (sums it up). The caption might be spoken or written down (rather like a one sentence plaque)
 The purpose is to sum up in words the meaning portrayed in the scene or image.

Mime

Mime uses the body to act (or interact) with something (or somebody) that is not visible and is imagined. Mime creates the impression that someone or something is present. It may be carried out alone or with others. Mime and movement use the body to express and communicate emotion and meaning without words.

Drama Terms

Still Image
 Body Language
 Blocking
 Gesture
 Levels
 Proxemics
 Thought Tracking
 Story Board
 Caption
 Vocal Qualities
 Role Play
 Convention
 Facial expressions

Drama Vocab

Subconsciously – without us knowing

 FBP – Facial Expressions, Body Language and Proxemics

 Non-verbal – not involving or using words or speech.

Body Language

Everyone is different. How we stand, walk and behaves is effected by many different factors such as...
 Who we are
 Where we are
 How we are feeling
 An actor must be aware of all the factors affecting their character and demonstrate them all through their movement choices.

Gesture

Gestures are forms of non-verbal communication used to reveal character, and may include facial expressions as well as movements of other parts of an actor’s body.
 Some gestures are widely recognised and mean the same thing in many cultures. Others are specific to a particular culture or period of history

Proxemics

Proxemics means the distances between characters / actors in a play. It shows their relationships and feelings

Facial Expression

Facial Expressions are closely linked to our emotions and mostly occur subconsciously.
 It’s hard not to show emotions through facial expression
 Actors should be aware, not only of how they are using their facial expressions to show what their character is feeling, but also that their face is not revealing their own emotions.
 E.g. nervously grinning during a serious scene

Storyboarding

Storyboarding is where a series of still images are created which breaks the plot down to create a visual representation of a story