

Year 8 Physical Theatre

Peter Brook & Empty Space Theatre

Theatre Director Peter Brook believes in creating a theatre that can be understood by the widest possible audience, and he does this partly by stripping away everything that does not directly communicate the current message, even if it expects to see it.

The Empty Space is defined by Brook as "[A]ny space in which theatre takes place." "I can take any empty space and call it a bare stage. A man walks across this empty space whilst someone else is watching him, and this is all that is needed for an act of theatre to be engaged"

Angel and Devil

The devil vs. angel technique is a plot device used for either dramatic or humorous effect.

The angel represents conscience and the devil represents temptation. This technique involves at least three people.

On stage right of the central character, one person plays the good angel, and to the stage left, another person plays the bad angel.

The central character could be in some sort of dilemma, e.g. there is a decision to be made. Through the good and bad angels, they can consider different points of view

Aside

An aside is a dramatic device in which a character speaks to the audience. The character's speech is unheard by the other characters on stage. It may be addressed to the audience or represent an unspoken thought. An **aside** is a character's true thought; it must not be dishonest'.

Physical Theatre

Physical Theatre is a type of performance where physical movement is the primary method of storytelling; as opposed to, say, text in a play or music and lyrics in an opera. Also, it may incorporate other techniques such as mime, gesture and modern dance to create performance pieces

Marking The Moment

Marking the moment is a dramatic technique used to highlight a key moment in a scene or improvisation.

There are 4 ways you can mark a moment – these can be used individually or collectively.

Still Image – Holding a still image for at least 5 seconds, like looking at a photograph.

Thought tracking – A character speaks their personal thoughts or feelings directly to the audience while the rest of the scene is frozen.

Narration – A character explains what is going on at that moment to the audience from either an outsider's or their own perspective.

Slow motion – Performing an action at a slower pace.

Nonverbal Communication

Nonverbal communication is the transmission of messages or signals through a nonverbal methods such as eye contact, facial expressions, gestures, posture, and body language

Storyboarding

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

Sound Scapes

The group acts as a live 'orchestra' to create the sound for a scene. Using their voices (and body percussion if appropriate), the group paints a soundscape of a particular theme or mood, for example the seaside, a city, a jungle. You may also use simple percussion instruments or props for this exercise. The purpose of a soundscape is to help the audience believe that you are in a specific setting. Soundscapes can be naturalistic or abstract, using repetition, fragmentation and patterns to create a non-naturalistic approach.

Rapport

A close and harmonious relationship in which the people or groups concerned understand each other's feelings or ideas and communicate well.

Year 8 Spring Term Assessment Criteria

Year 8	Grade W	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6
Application of Drama Conventions to create Drama	Efficiently uses a range of drama conventions during the creative process	Convincingly uses a range of drama conventions during the creative process	Successfully uses a range of drama conventions during the creative process	Confidently uses a range of drama conventions during the creative process	Proficiently uses a range of drama conventions during the creative process	Fluently uses a range of drama conventions during the creative process	Insightfully uses a range of drama conventions during the creative process
Application of physical skills and techniques	Can apply generic physical and technical skills in response to performance material and style.	Can apply appropriate physical and technical skills in response to performance material and style.	Can apply considered physical and technical skills in response to performance material and style.	Can apply relevant physical and technical skills in response to performance material and style.	Can apply competent physical and technical skills in response to performance material and style.	Can apply effective physical and technical skills in response to performance material and style.	Can apply developed physical and technical skills in response to performance material and style.