



DRAMA – YEAR 9 KEY WORDS

1. **Still Image** – Used to highlight a key moment in a scene or the end of a scene. Everyone in the scene must hold their position, be still and silent.
2. **Stimulus** – The starting point when devising a piece of drama. EG a photo, a poem, a news story etc.
3. **Devising** – The creation of an original piece of work that is in response to a stimulus.
4. **Mime** – Involves acting without words. It is usually a silent drama with a heavy reliance on the actor's use of gesture and facial expression. The story is conveyed via body movement and simple props.
5. **Scene** – Is a way of dividing up a story. A scene is part of a play/film in which the action stays in one place for a continuous period of time.
6. **Improvisation** – When you make the scene up as it is running rather than reading a script. It involves the actors reacting in the moment which influences their next dialogue and movements.
7. **Script** – A document that comprises of setting, characters, dialogue and stage directions.
8. **Naturalism** – When an illusion of reality is created through a script. A dramatic style where characters speak and act pretty much like real life.
9. **Stage Directions** – Written as part of a script. They are an instruction to the actors within a script to tell them how to move, speak or perform. They might also describe the character and setting of the play.
10. **Rehearse** – To practice something in private in order to prepare before performing to an audience.
11. **Dialogue** – The words spoken by an actor. It is a conversation between 2 or more people.
12. **Performer** – A person who entertains an audience in a certain way, for example acting, singing or dancing.
13. **Gait** – The impression of character and/or attitudes conveyed in the manner in which an actor walks and moves in the space.
14. **Designer** – Someone who works with the rest of the creative team for a production, including the director, producer, and sometimes the playwright, to create the look and feel of the play.
15. **Levels** – Different heights of the actors. They are to create visual interest but can also signal status and character relationships.
16. **Proxemics** – Use of space between the actors and how that use of space communicates the relationship of the characters to the audience.
17. **Facial Expression** – The way the face moves to convey an emotional state.
18. **Body Language** – A physical act which an actor uses in order to portray a character. It includes posture and stance and can convey a characters' feelings or personality.
19. **Gesture** – A sign that communicates a character's action, state of mind and relationship with other characters to an audience.
20. **Characterisation** – The way writers create characters and make them believable. The term 'character development' is often used.
21. **Projection** – A technique that is used to extend something outwards. In Drama you project your voice so you extend your voice outward beyond you so you are louder and clearer to those listening.
22. **Thought Tracking** – A technique where a character speaks their thoughts or feelings aloud whilst the rest of the scene momentarily freezes.
23. **Hot-Seating** – An exercise used by actors to deepen their understanding of their character. An actor sits in the hot-seat and is questioned whilst staying in role as their character.
24. **Backdrop** – A painted or printed piece of cloth that hangs across the back of the stage as part of the scenery.
25. **Flats** – A frame covered in painted plywood or canvas to help show locations, can be used to conceal an area of the stage.

BACKDROP

FLATS