WJEC Eduqas GCSE Drama	Great Torrington School	Centre No 54129		
DEVISING THEATRE	Title of Production	Seat	Group	
Component 1 Portfolio				
Name	Character	Candidate No	Tutor	

# STIMULI

- What's the point of having a voice if you're gonna be silent in those moments you shouldn't be?'
  - The Hate U Give, Angie Thomas
- 'Superheroes'
  - The Script
- Life itself is the most wonderful fairy tale'
  - Hans Christian Andersen
- Image: 'We're All in the Same Boat'
  - Banksy
- The Stimulus we have chosen is \_\_\_\_\_

The reason why we chose this is because \_\_\_\_\_\_



# PERFORMANCE LIMITS

Highlight the one which applies to you

- 2 actors: 5-10 minutes
- 3 actors: 7-12 minutes
- 4 actors: 9-14 minutes
- 5 actors: 11-16 minutes
- Each actor must interact with other performers and/or the audience for a minimum of five minutes.

# YOUR GROUP MEMBERS

What I have found out about the stimulus is \_\_\_\_\_\_

#### **PORTFOLIO ASSESSMENT GRID**

Band	Marks	AO1 Create and develop ideas to communicate meaning for theatrical Performance Assessed through the portfolio of supporting evidence
5	25-30	<ul> <li>Highly imaginative ideas are created and developed in response to the chosen stimulus to communicate meaning</li> <li>An excellent range of relevant techniques/characteristics associated with the chosen practitioner/genre is incorporated highly creatively as the piece is developed</li> <li>Performance ideas have been thoroughly developed, amended and refined during the process to communicate meaning in a highly effective way</li> <li>A highly relevant individual contribution to the creation, development and refinement of ideas for theatrical performance.</li> </ul>
4	19-24	<ul> <li>Mostly imaginative ideas are created and developed in response to the chosen stimulus to communicate meaning</li> <li>A good range of relevant techniques/characteristics associated with the chosen practitioner/genre is incorporated creatively as the piece is developed</li> <li>Performance ideas have been well developed, amended and refined during the process to communicate meaning in an effective way</li> <li>A relevant individual contribution to the creation, development and refinement of ideas for theatrical performance.</li> </ul>
3	13-18	<ul> <li>Reasonably imaginative ideas are created and developed in response to the chosen stimulus to communicate meaning</li> <li>A reasonable range of relevant techniques/characteristics associated with the chosen practitioner/genre is incorporated reasonably creatively as the piece is developed</li> <li>Performance ideas have been satisfactorily developed, amended and refined during the process to communicate meaning in a reasonably effective way</li> <li>A reasonably relevant individual contribution to the creation, development and refinement of ideas for theatrical performance.</li> </ul>
2	7-12	<ul> <li>Some ideas are created and developed in response to the chosen stimulus to communicate meaning</li> <li>Some relevant techniques/characteristics associated with the chosen practitioner/genre are incorporated creatively as the piece is developed</li> <li>Performance ideas have been partly developed, amended and/or refined during the process to communicate meaning</li> <li>Some individual contribution to the creation, development and refinement of ideas for theatrical performance.</li> </ul>
1	1-6	<ul> <li>Very few ideas are created and developed in response to the chosen stimulus to communicate meaning</li> <li>A limited range of relevant techniques/characteristics associated with the chosen practitioner/genre are incorporated creatively as the piece is developed</li> <li>Performance ideas have been partly developed during the process to communicate meaning in a limited way</li> <li>Limited individual contribution to the creation, development and refinement of ideas for theatrical performance.</li> </ul>

#### PERFORMANCE ASSESSMENT GRID

Band	Marks	AO2 Apply theatrical skills to realise artistic intentions in live performance Assessed through the performance
5	13-15	<ul> <li>Highly effective application of performance skills including very sensitive interaction with other performers, where appropriate, throughout the performance, to successfully realise artistic intentions</li> <li>A fully coherent and successful interpretation of the character/role using highly relevant aspects of the practitioner/genre style to successfully realise artistic intention</li> <li>A highly sensitive individual contribution to the performance sustaining audience interest throughout the performance.</li> </ul>
4	10-12	<ul> <li>Good application of performance skills including mostly sensitive interaction with other performers, where appropriate, throughout the performance, to realise artistic intentions</li> <li>A mostly coherent interpretation of the character/role using relevant aspects of the practitioner/genre style to realise artistic intention</li> <li>A good individual contribution to the performance sustaining audience interest throughout most of the performance.</li> </ul>
3	7-9	<ul> <li>Reasonable application of performance skills including some interaction with other performers, where appropriate, which sometimes realises artistic intentions</li> <li>Reasonable interpretation of the character/role using some relevant aspects of the practitioner/genre style to realise some artistic intentions</li> <li>A reasonable individual contribution to the performance sustaining audience interest for some of the performance.</li> </ul>
2	4-6	<ul> <li>Some application of performance skills and interaction with other performers, where appropriate, which only partially realises artistic intentions</li> <li>Some interpretation of the character/role using a few relevant aspects of the practitioner/genre style to partially realise artistic intentions</li> <li>Some individual contribution to the performance.</li> </ul>
1	1-3	<ul> <li>Limited application of performance skills or interaction with other performers, where appropriate, or realisation of artistic intentions.</li> <li>Limited interpretation of the character/role using very few relevant aspects of the practitioner/genre style to realise artistic intention</li> <li>Limited individual contribution to the performance</li> </ul>

## **MY AIMS**

In my performance I aim to	
This will link to my chosen practitioner by	
It will also link to the stimuli by	

# REHEARSAL PLAN

Date	Start Time	End Time	Place	Purpose
			P1	Stimulus, Groups and Ideas
			P1	Influences / Planning Scripts and Character
			P1	Script read through and development
			P1	Final Scripting
			P1	Character development
			P1	Set Design planning
			P1	Props and Costume planning
			P1	Lighting and Sound planning
			P1	Blocking
			P1	Vocal development
			P1	Rehearsals
			P1	Halfway point Performance / First Submission of Portfolio
			P1	Rehearsals
			P1	Technical and Dress Rehearsal / Final Submission of Portfolio
			P1	Developmental Rehearsal
14/03/23			P1	Final Performance
16/03/23			Plough	Final Performance
			P1	Evaluation



# 

## RESEARCH

Write down what research you will need to do

## INFLUENCE

Write down which Stanislavskian techniques you intend to use and how you intend to use them

#### **CHARACTER LIST**

Character Name	Actor	Character Description

## SCRIPT

Each of the group members will write one scene each. Plan the scenes below so that you can write you scenes for homework. Remember to share your scenes with each other by email or Onedrive

Scene 1	Scene 2
Location	Location
Time of day	Time of day
How the scene starts	How the scene starts
What happens	What happens
How the scene ends	How the scene ends
Scene 3	Scene 4
Location	Location
Time of day	Time of day
How the scene starts	How the scene starts
What happens	What happens
How the scene ends	How the scene ends

## **OUR SCRIPT**

Scene Number \_\_\_\_\_

Setting \_\_\_\_\_

## **OUR SCRIPT**

## DESIGN

This lesson you will be exploring props, costumes and set

#### Do Now

What is the word 'prop' short for?

What are they?

What's the difference between a stage prop and a hand prop? \_\_\_\_\_\_

\_\_\_\_\_

PROPS	SET DESIGN
List all of the props that you could introduce into the performance	Draw your set and label
COSTUME	_
List all of the costume elements that you could introduce into the performance	

\_\_\_\_\_

## TECHNICAL DESIGN

What are the abbreviations of lighting and sound?

FX	LX
FX List all of the sound that you could introduce into the performance	LX Re-draw your set with added lighting and label

# Explain the reasons for your design choices

Complete this and pass to the teacher before your final performance

## LIGHTING EFFECTS PLOT

LX	Description	Length	Intensity	Que
1		:	%	u n
2		:	%	" "
3		:	%	<i>u n</i>
4		:	%	<i>u n</i>
5		:	%	<i>u n</i>
6		:	%	" "
7		:	%	<i>u n</i>
8		:	%	<i>u n</i>

## SOUND FX PLOT

FX	Description	Length	Volume	Que
1		:	%	<i>u n</i>
2		:	%	и п
3		:	%	<i>u n</i>
4		:	%	<i>u n</i>
5		:	%	<i>u n</i>
6		:	%	<i>u n</i>

# **KEY WORDS**

Devising Rehearse Rehearsal Script Scene Character Narrator Still Image

#### Stanislavski:

Given Circumstances Units And Objectives **Through Line** Adaption Motivation Super Objective Subtext Imagination

**Physical Actions** The Magic 'If' Communion Tempo Rhythm Concentration Relaxation **Emotion Memory** 

## **Vocal Skills**

Pitch Pace/ Tempo Pause Accent Volume Clarity

**Physical Skills** Movement

Proxemics Gesture Posture Stillness Positioning Blocking Expression Facial Expressions

## **Lighting Design**

**Plotting LX** Intensity Focus Angle Colour Gobos **Fresnel Lantern** 

Parcan Lantern **Profile Spot** Lantern LED DMX **Moving Heads** 

## Sound Design

Music Sound Effects Live Sounds **Recorded FX** Volume Reverb/Echo Amplification Microphones Set Design **Proscenium Arch** 

## **Traverse Stage** Thrust Stage In-the-Round Backdrop Cyclorama Props Furniture Entrances/Exits Sight Lines XLR/Jack/Phono

#### **Costume Design**

Material/Fabric Garments Hair Styles Wigs Make-Up Accessories