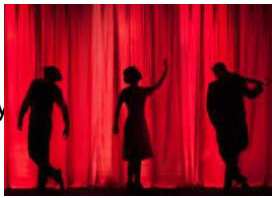## PERFORMANCE

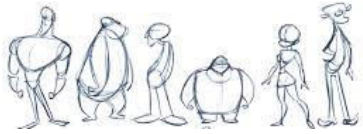A piece that is presented to an audience.

DRAMA

AUDIENCE

The people who watch a performance.

TECHNIQUES/SKILLS

Characterisation: Using a range of performance skills to create a character that is different to yourself.

Levels: Using different heights to communicate meaning or to add visual interest.

Narration: Normally spoken to the audience, performers give information, tell the story or comment on the action.

Tableau/Still Image/Freeze Frame: A 'living picture' showing a moment in time - as though the pause button has been pressed.

Vocal Clarity: Speaking loudly and clear enough for the audience to understand what you are saying.

Devising theatre: design and create your own unique theatre.

Thought-Tracking: A character reveals their inner thoughts or feelings to the audience. This information should tell the audience something new.

Mime: A silent performance, that uses physicality to communicate intentions to the audience.

Script: Words are given by another playwright.

Choral Speaking/movement: Saying or moving the same at the same time as another character.

Slow motion: Moving at a least 2 third's slower than normal speed; this allows the audience to see the detail of a movement

Marking the Moment: 'Highlighting'/ drawing the audience's attention to a significant or important moment. Marking the moment can be done through: slow motion, freeze frame or 'reverse and repeat'.

Exaggeration: Making your vocals or physicality more extreme/bigger.

DIG DEEPER QUESTIONS

Which skills need for effective mime might also be important in slow motion?

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What techniques could you use to add interest to your piece?

How might thought-tracking change an audience's understanding/interpretations of a still image?

What makes a successful performance?

How do you create a character?

How might adding narration change or improve a slow motion performance?