



# KS3 DRAMA



Y7

## INTRODUCTION TO DRAMA

EXPLORATIVE STRATEGIES - FREEZE FRAME, MIME AND SPOKEN THOUGHT

CONFIDENCE

RESPONSE AND EVALUATION

DRAMA CONVENTIONS

TYPES OF BULLYING

FLASHBACKS

IMPROVISATION

## BULLYING

EVALUATE OWN AND OTHERS WORK

CONSEQUENCES OF BULLYING

RESPONSE TO SITUATION AND SETTING

DRAMA CONVENTIONS

CHARACTERISATION

STYLE AND GENRE

EXPLORE AND APPLY TECHNIQUES

EXPLORATIVE STRATEGIES AND TECHNIQUES

LIVE PERFORMANCE

DEVELOPMENT AND PERFORMANCE OF DRAMA AND THEATRE

## PHYSICAL THEATRE

WHAT IS PHYSICAL THEATRE

NON-VERBAL COMMUNICATION

CREATING AND DEVELOPING IDEAS TO COMMUNICATE MEANING

EVALUATE OWN AND OTHERS WORK

EVALUATE OWN AND OTHERS WORK

MARKING THE MOMENT

FORUM THEATRE

Y8

## CRAIG AND BENTLEY

CREATING TENSION

EXPLORING AND DEVISING STIMULUS

KEY FEATURES OF GENRE

EXPLORE AND DEVISE

## GENRE

GENRES OF DRAMA

STYLE OF GENRES

RANGES OF GENRE

UNDERSTAND GENRE, CHARACTER, STRUCTURE AND SOCIAL CLASSES

CROSS CUTTING

ROLE PLAY

SPLIT SCENE

FREEZE FRAME

SCRIPTED DRAMA

## BLOOD BROTHERS

SOCIAL, CULTURAL, HISTOIRAL CONTEXT

HOT SEATING

LOOP STRUCTURE

FLASHBACKS

USE OF CONVENTIONS

Y9

GANG CULTURE

DEVISE FROM STIMULI

DEVELOP PERFORMANCE

STEVEN BERKOFF

APPLY BERKOFF TECHNIQUES

## GANGLAND

PERFORMANCE CONVENTIONS

THOUGHT TRACKING, STEPPING OUT, SPOKEN THOUGHT, NARATION AND ABSTRACT DRAMA

EVALUATE AND ANALYSE OWN AND OTHERS WORK

EVALUATE IMPACT OF STIMULI

APPLY A VARIETY OF DRAMA TECHNIQUES

5 RULES OF DEVISING

LIVE PERFORMANCE AND APPLICATION

CONFLICT FROM STIMULI

HEALTH AND SAFETY

## EXPLORING STIMULI

PRACTICAL WORK

HOW STIMULI CAN DEVISE

EVALUATE AND ANALYSE OWN AND OTHERS WORK

COMMUNICATION AND TENSION

STAGE COMBAT TECHNIQUES

CONTEXT

MEANING THROUGH MOVEMENT

PERFORMANCE WORK

ANALYSE AND EVALUATE PROFESSIONAL PERFORMANCES

## CURIOUS INCIDENT OF THE DOG IN THE NIGHTMARE

FRANTIC ASSEMBLY

EVALUATE AND ANALYSE OWN AND OTHERS WORK

SEMIOTICS

PRODUCTION ELEMENTS IN LIVE THEATRE

## EVALUATING LIVE THEATRE

PROGRESS ONTO YEAR 10 - KS4