

	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
<b>Key focus</b>	9.1 Gangland	9.2 Faustus	9.3 Stage Combat	9.4 Exploring Stimuli	9.5 Curious Incident of the Dog in the Nighttime	9.6 Evaluating Live Theatre
<b>Key knowledge and skills</b>	Developing an understanding of gang culture whilst using this information to devise from stimuli. Use a range of performance conventions (thought tracking, stepping out, spoken thought, narration and abstract drama) to develop performance work alongside the ability to analyse and evaluate live drama.	Developing an understanding of the work of Steven Berkoff. Apply Berkoff techniques to a performance of Dr Faustus Develop skills of evaluating and analysis when focusing upon own and others work.	Understanding the importance of health and safety when performing stage combat whilst also understanding how to perform stage combat techniques effectively. Be able to communicate and build tension in live performance by devising scenes exploring conflict from stimuli and apply stage combat techniques appropriately. Develop skills of evaluating and analysis when focusing upon own and others work.	Develop an understanding of the 5 key rules of devising and how these influence practical work and the term stimulus and how stimuli are used to devise Develop the ability to apply a variety of drama techniques to practical work whilst also explaining and evaluating how stimuli have impacted upon the development of practical work.	Explore the <u>context</u> of <i>The Curious Incident of the Dog in the Night-Time</i> Explore the ways in which <u>Frantic Assembly</u> create work and create meaning through movement. Apply the use of Frantic Assembly's techniques to create performance work Develop skills of evaluating and analysis when focusing upon own and others work.	Developing an understanding of what semiotics are and how different production elements are used to create these in live theatre productions. Opportunities to analyse and evaluate professional performances.
<b>Key words/ vocabulary</b>	Physicality, vocal, facial expression, projection, clarity, characterisation, role play, marking the moment, stepping out, spoken thought, thought tracking, proxemics, status, space, levels, physicality, pace, pitch, inflection, tone, volume, stance, posture, repetition, structure, content	Steven Berkoff, exaggeration, movement, physicality, sound effect, levels, characterisation, space, proxemics	Conflict, stage combat, tension, slap, punch, kick, reaction, facial expression, body language, facial expression, emotive, tension, stimuli, narrative, reaction, pace, timing	Stimulus, devising, rehearsing, responding, form, structure, pitch, tone, volume, accent, status, relationships, proxemics, levels, body language, facial expression, gesture, soundscape, split scene, crosscutting, physical theatre, pace, pause, rhythm, choral speech/movement	Frantic Assembly, Physical Theatre, Hymns Hands, Push Hands, Round by Through, Tension, physicality, proxemics, level, space, pace, rhythm, movement	Production elements, sound, lighting, costume, props, design, colour, symbolism, semiotics, space, levels, proxemics, meaning, form, style, time, texture, style
<b>Assessment method</b>	Small group devised performance from scenario using vocal and physical skills, tension, and range of abstract techniques.	Small group devised performance using script and applying Berkoff style and techniques	Small group devised performance from chosen stimuli/scenario using vocal and physical skills, tension,	Small group performance from chosen stimulus option using vocal and physical skills, tension,	Small group devised performance using script and applying vocal and physical skills and physical theatre techniques.	Written evaluation to live theatre performance with justification



	Self-assessment evaluation with justification.	Short peer/self-assessment	and range of stage combat techniques. Short written peer/self-assessment	staging and relationship of characters. Peer/self-assessment	Short peer/self-assessment	
<b>Wider links</b>	<b>PSCHE</b> – Teamwork and cooperation skills in group work and discussion, including critical evaluation of own and others work Exploring crime stimuli Healthy relationships <b>Geography</b> - Stimuli from current affairs across the world <b>Citizenship</b> - Knife crime and gang culture	<b>PSCHE</b> – Teamwork and cooperation skills in group work and discussion, including critical evaluation of own and others work. <b>English</b> – play text Dr Faustus by Christopher Marlowe	<b>PSCHE</b> – Teamwork and cooperation skills in group work and discussion, including critical evaluation of own and others work. Exploring crime stimuli. Healthy relationships. <b>Geography/Citizenship</b> - Stimuli from current affairs across the world.	<b>PSCHE</b> – Teamwork and cooperation skills in group work and discussion, including critical evaluation of own and others work. Exploring various stimuli with connection to moral issues	<b>PSCHE</b> – Teamwork and cooperation skills in group work and discussion, including critical evaluation of own and others work. Exploring SEND and disability	<b>English and History</b> – developing extended pieces of writing – use of writing frame and evaluative structures
<b>Enrichment opportunities</b>	Extra-curricular opportunities – drama, dance and music clubs. Whole school production Theatre trips National Theatre subscription – opportunity to watch live theatre					
<b>Careers links</b>	Directing Theatre review Theatre production Acting Law and Criminal Justice	Directing Choreographer Theatre review Theatre production - designers Acting	Directing Choreographer Fight choreographer Theatre review Theatre production - designers Acting	Directing Theatre review Theatre production Acting Teaching Journalism	Directing Choreographer Theatre review Theatre production - designers Acting	Directing Theatre review Theatre production - designers Acting Historian