

# Year 8 Drama Homework Booklet





## Year 8 Drama Knowledge Organiser

**Set design** = shows when/where the story takes place also conveying meaning

**Prop** = any moveable item used on set of a play or handled by an actor.

**Genre:** Types of stories being told

**Fourth wall:** imaginary wall which separated audience from actors

**Suspension of disbelief:** Audience ignore the irrational to enjoy the play

**Tableau** – motionless models representing a scene

**Monologue** = one character speaks to the audience to share their point of view.

**Costume** = tells the audience who/where the characters is. Works as symbolism as well.

### Key Skills:

Facial Expressions

Clarity of Diction

Body Language.

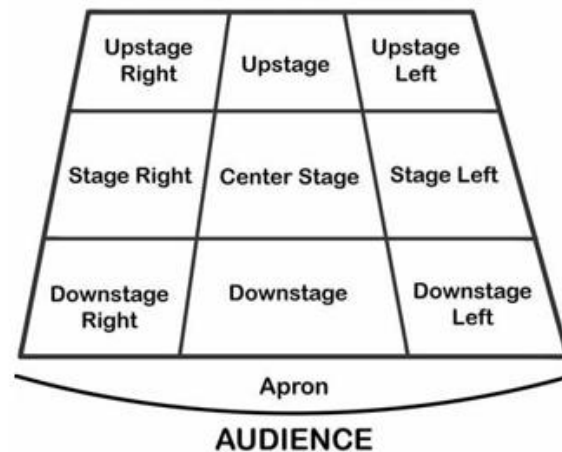
Reflection

### Conventions of a script:

Stage directions

Dialogue

### STAGE DIRECTIONS



Vocal	Physical	Mannerisms
Pitch	Gait	Gestures
Tone	Body Language	Levels
Pause	Emotion	Relationships
Volume	Facial Expressions	Eye contact
Projection	Movement	Tension
Accent	Space	Multi Role

### Stage Directions:

Always from the actor looking at the audience perspective.

## Homework Project 1 (Stage Positionings and Stages)

Fig. 1 is a diagram of a platform stage. Label the nine different stage directions.  
The first one has been done for you.

	Centre Stage	
Audience		

Fill in the table below around Staging.  
*Use research and BBC Bitesize to help.*

<u>Stage Name</u>	<u>Stage Diagram:</u>	<u>3 Facts</u>	<u>Pros and Cons</u>
Thrust Stage			
Promenade Stage			

Traverse Stage			
End on Stage			
Proscenium Stage			
Theatre in the Round			

## Homework Project 2:

Use the 8 drama Traits to help you fill out the table below.  
Think of a time in drama when and how you used it.

<u>Key Word</u>	<u>Vocabulary</u>	<u>How and when do you use it?</u>
<b>Gestures</b>		
<b>Body Language</b>		
<b>Emotions</b>		

<b>Facial Expressions</b>		
<b>Gait</b>		
<b>Posture</b>		
<b>Projection</b>		
<b>Vocal Skills</b>		

## Homework Project 3:

Fill in the table below around Dramatic Techniques.  
Research what the skill is and how you have used it within your devising process.

<u>Dramatic Technique</u>	<u>What is it?</u>	<u>How and when do you use it?</u>
<b>Multi- Role</b>		
<b>Freeze Frames</b>		
<b>Flash Backs</b>		



<b>Unison</b>		
<b>Physical Theatre</b>		
<b>Stage Combat</b>		
<b>Thought Tunnel</b>		
<b>Narration</b>		





## Gothic Literature Knowledge Organiser Year 8 Autumn Term



### Gothic Genre Word Bank

Adjectives			Nouns			
<u>People</u> Aghast Byronic Defenceless Exposed Fearful Gaunt Helpless Intimidating Looming Morose Pallid Suspicious Vulnerable	<u>Places</u> Claustrophobic Deserted Dismal Extinguished Isolated Macabre Melancholy Obscured Ominous Secluded Shadowy Sublime	<u>Misc.</u> Alarming Ancient Antique Curious Dusty Locked Neglected Ornate Peculiar Shocking Shrouded Unusual	<u>Feelings</u> Anxiety Curiosity Despair Desperation Determination Hatred Suspicion Terror Trepidation Unease Uncertainty Uncanny	<u>Places</u> Alley Attic Castle Cellar Chamber Church Graveyard Staircase Street	<u>Objects</u> Candle Chest Chimney Ghost Grave Lock Raven Shadow Shroud Spectre	<u>Weather</u> Clouds Darkness Drizzle Fog Lightning Midnight Rain Storm Tempest Thunder
Verbs		Adverbs				
<u>Movement</u> Ascend Creep Descend Evade Hide Leap Lunge Peek Pursue Tiptoe Uncover	<u>Sound</u> Announce Cackle Creak Cry Gasp Howl Intone Murmur Shout Shriek Whisper	<u>Movement</u> Abruptly Cautiously Creepily Eerily Furtively Ominously Reverently Suddenly Surreptitiously Suspiciously Tentatively	<u>Sound</u> Authoritatively Continuously Creakily Endlessly Morosely Silently Soundlessly Wordlessly			

### Stylistic Features and Methods

- **Pathetic Fallacy**– When the weather reflects the tone/mood of the scene.
- **Adjective** – Describes a noun.
- **Antagonist** – The villain of the story.
- **Dramatic Monologue** – A type of poem meant to be read out by a single speaker.
- **Epistolary Narrative** – A story told in a series of letters.
- **Motif** – A dominant or recurring idea.
- **Cryptid** – A creature whose existence is disputed due to insubstantial evidence.
- **Abstract Noun** – An idea, quality, or state rather than a solid object, e.g. truth, danger, happiness.
- **Interrogative Sentence** – A sentence which asks a question.
- **Olfactory Imagery** – Imagery to describe a smell.

### Gothic Conventions

- The use of Terror vs Horror to impact the reader
- Isolated, remote and bleak settings and often that are dark or decaying
- A focus on the evil held within man and what we hide from those around us.
- Supernatural entities
- The deaths or murders of characters
- Frequent use of colours such as black, white and red
- Rational protagonist who doesn't believe in the supernatural
- Presence of evil/religious imagery
- Inhuman or monstrous antagonist
- Use of tension and suspense to create fear



## Gothic Literature Knowledge Organiser Year 8



### Plot Summaries

#### The Woman in Black

London-based solicitor Arthur Kipps travels to the market town of Crythin Grifford to sort through the papers of recently-deceased Mrs. Alice Drablow. Whilst staying at Eel Marsh House, Kipps sees The Woman in Black, whom the people of the town believe causes the death of children. After discovering the woman's identity – that she is Mrs. Drablow's estranged sister – he returns to London. Years later, he sees The Woman in Black again, just before the death of his wife and his son.

#### Dracula

Solicitor Jonathan Harker visits the mysterious Count Dracula in his castle in the Eastern European country of Transylvania. Although he is initially entranced by the Count, he soon realises he is being kept prisoner. Barely escaping with his life, Harker boards a ship back to England which docks in Whitby. A young woman named Lucy, a friend of Harker's fiancée, Mina, is stalked by Dracula who feeds on her blood and turns her into a vampire. Dracula also feeds on Mina's blood and tries to control her. Dutch doctor, Abraham Van Helsing, is called upon to help defeat Dracula. Harker and Van Helsing chase Dracula back to his castle in Transylvania and manage to kill him by stabbing him through the heart.

#### Wuthering Heights

Heathcliff is taken in as a boy by the Earnshaw family but is mistreated by them. He falls in love with Catherine, the daughter of the family, however Heathcliff has no heritage or fortune and works as a servant in the house therefore, despite Catherine loving him in return, chooses to marry Edgar Linton – a much more 'appropriate' choice as he is wealthy and has a good status. After gaining his fortune and to seek revenge on Edgar, especially after Catherine's death, he marries Edgar's sister, Isabella and subjects her to misery, Heathcliff eventually dies after wreaking his revenge across the two families who are united through marriage after his death.

#### Dorian Gray

Dorian, a charismatic and beautiful man in London, sits for a portrait by Basil Hallward. Fearing that his youth and beauty are his best characteristics, Dorian fears losing them and so curses his portrait, promising his soul if the portrait will bear the marks of his life, rather than himself, allowing him to stay forever young. However, Dorian leads a life of self-indulgence, sin and corruption, caring little for others and breaking the heart of the actress Sibyl (who kills herself as a result). The portrait becomes more hideous as Dorian's actions deteriorate so he hides it. After murdering the artist of his portrait and becoming wracked by guilt he deems to stab and destroy the painting. However, in doing so, the painting returns to the beautiful youthful Gray, whilst Dorian himself is stabbed and becomes the wizened, hideous figure from the painting.

#### Jekyll and Hyde

Dr Jekyll is a kind, well-respected and intelligent scientist who uses his knowledge to bring out his 'second' nature, transforming himself into Mr Hyde. Hyde is his evil alter ego who doesn't accept responsibility for his evil crimes and ways. Jekyll tries to control Hyde, and for a while, Jekyll has the power. However, towards the end of the novel, Hyde takes over and this results in their deaths.

#### Key Themes

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>• Good and evil</li> <li>• Death and murder</li> <li>• The sublime</li> <li>• Terror V Horror</li> <li>• Violence and cruelty</li> <li>• Wild landscapes</li> <li>• Isolation and loneliness</li> <li>• Humanity and</li> </ul> | <ul style="list-style-type: none"> <li>• inhumanity</li> <li>• The unknown</li> <li>• Life and death</li> <li>• Remote settings</li> <li>• Darkness</li> <li>• Psychological breakdown</li> <li>• The supernatural</li> </ul> |
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#### Origins of Gothic Literature

The Goths were a Germanic tribe renowned for being uncivilised and going against the accepted rules of society.

The term 'Gothic' was first coined in 1764 by English author Horace Walpole in his novel, 'The Castle of Otranto', subtitled 'A Gothic Story'. The novel was set in a haunted castle where the protagonist is plagued by supernatural occurrences.

Walpole used the word 'Gothic' because it refers to medieval buildings like castles and churches, where a lot of Gothic fiction is set. Gothic Literature became immensely popular in England and Germany during the 18th and 19th century, with many other genres borrowing its conventions.

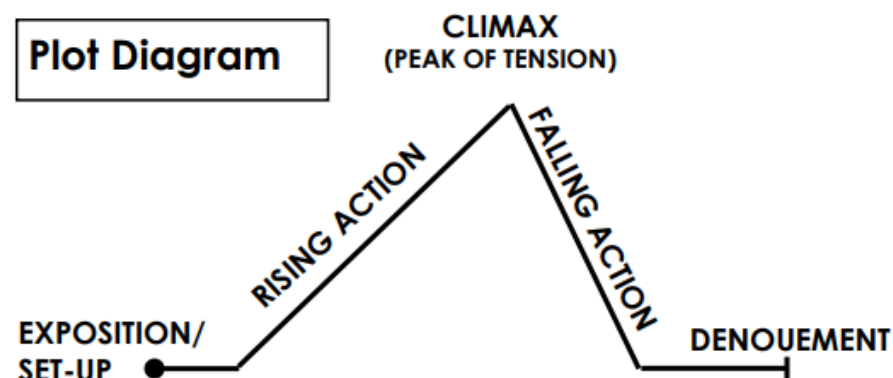
Gothic fiction is all about creating terror in the reader and using fear to create suspense.

# Drama

# Narrative, Genre & Tension

Keywords	
<b>Dramatic Tension</b>	Keeping an audience wondering; not knowing something they want to know
<b>Suspense</b>	A synonym for Dramatic Tension
<b>Mime</b>	Movement/copying physical action
<b>Slow-motion</b>	The slowing down of real-life speed to highlight a key moment
<b>Atmosphere</b>	The mood or feeling of a narrative
<b>Cliff-hanger</b>	Halting the action at the peak of tension
<b>Exposition</b>	Establishing information and details about characters, background and plot
<b>Rising Action</b>	Events, actions and problems created for the characters
<b>Climax (Peak of Tension)</b>	The highest point of suspense, where danger, uncertainty etc is at its greatest
<b>Falling Action</b>	After the Peak, the immediate events that affect the characters
<b>Denouement</b>	The longer term impact/consequences on the remaining characters suggested or shown
<b>Pace</b>	The speed at which the story is delivered, or with which something happens or changes
<b>Tone</b>	A quality in the voice which expresses the speaker's feelings or thoughts
<b>Volume</b>	The level of sound produced
<b>Pause/silence</b>	A short period in which something such as a sound or an activity is stopped before starting again
<b>Resonance / Clarity of voice</b>	The quality of being loud and clear
<b>Distinction between characters</b>	The use of different voices for different characters
<b>Pitch</b>	The relative highness or lowness of a tone as perceived by the ear

## Plot Diagram



Genre	Definition	Conventions - Key Features
<b>Science Fiction</b>	Stories that make imaginative use of scientific knowledge. Often show HUMANITY at its best and worst, e.g. corrupt governments using technology to trick the people; space battles to free enslaved people from terrible dictators.	<ul style="list-style-type: none"> <li>•These stories are often set in the future.</li> <li>•They use the science and discoveries that we have made to imagine other things that may or may not be possible.</li> <li>•Futuristic technology is often featured.</li> <li>•They might be set in space or on a 'Future Earth'.</li> </ul>
<b>Gothic Horror</b>	Gothic horror is a genre or mode of literature and film that combines fiction and horror, death, and at times romance. The effect of Gothic fiction feeds on a pleasing sort of terror.  Examples are: Dracula, Frankenstein, Jekyll and Hyde, The Woman in Black	<ul style="list-style-type: none"> <li>•Gothic plots often surround a family mystery, curse, ancient prophecies or revenge. Concepts of "inherited" curses or terrible family mysteries are common</li> <li>•Often, the protagonist must overcome the ancestral curse to restore the world to order.</li> <li>•Sometimes depicts a fallen society -- one that has succumbed to some kind of evil or temptation -- that must be brought back to the light.</li> </ul>

## Homework Project 4:

Research 'Gothic Horror' and the story of the 'Woman in Black' by Susan Hill and write a synopsis to the story. What dramatic aims, themes and narrative are there in the genre Gothic Horror?

Create a fact file of the following characters, discussing their personalities and what costumes they could wear:

- Arthur Kipps
- The Woman in Black

Describe how the costumes were used to create a sense of character.

Consider the following points:

- Fabric, texture, fit and shape.
- Colour and style
- Symbolism
- Era Period











## Homework Project 6:

You are performing the role of Arthur Kipps; during this scene: [The Woman In Black - Asleep at the Desk - First Clip - YouTube](#)

Describe how you would use your vocal and physical skills to perform the line below, explaining the effects that you want to create.

***“Who’s there? What do you want, where are you? Come out, come out!”***

Vocal	Physical	Mannerisms
Pitch	Gait	Gestures
Tone	Body Language	Levels
Pause	Emotion	Relationships
Volume	Facial Expressions	Eye contact
Projection	Movement	Tension
Accent	Space	Multi Role



## **Homework Project 7:**

Answer the following Exam questions. You may use research to help you.

These questions are GCSE questions surrounding *The Woman in Black*.

***Answer the questions using good English and the layout of 'What, How and Why'.***

You are designing a costume for Arthur Kipps to wear in the performance of *The Woman in Black*. The costume must reflect the context of *The Woman in Black*, set in a the 1920's in a small village at Eel March. Describe your design ideas for the costume.

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You are performing the role of Arthur. Explain how you and the actor of The Woman in Black may interact using both performance space and acting skills to create tension for your audience. Consider the ideas of the context of the play and its genre.

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You are a designer working on one aspect of design for this extract of The Woman in Black. Describe how you would use your design skills to create effects which support

the action of this extract and explain why your ideas are appropriate both for this extract and the play.

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## **Homework Project 8:**

Write a 1000 word evaluation of the most recent piece of work you have completed; this could be your most recent piece of Bouncers or Physical Theatre.

- What skills did you use in your performance?
- What was the overall effectiveness of your piece?
  - What do you need to improve on?

Be fair to yourself and consider targets to improve on for your next piece.

## **Homework Project 9:**

### **Revision!**

Revise for your upcoming End of Unit Assessment.

Go through your homework, One Notes, Do-Now, Knowledge organisers and resources: [GCSE Drama - AQA - BBC Bitesize](#)

## Homework Project 10:

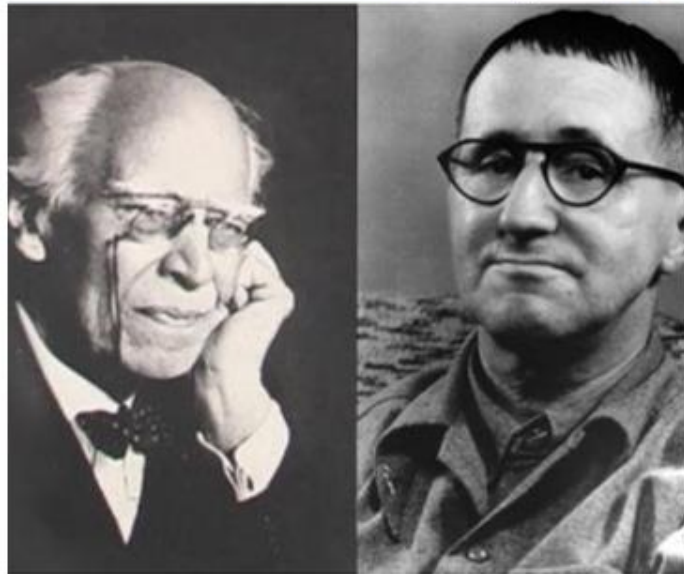
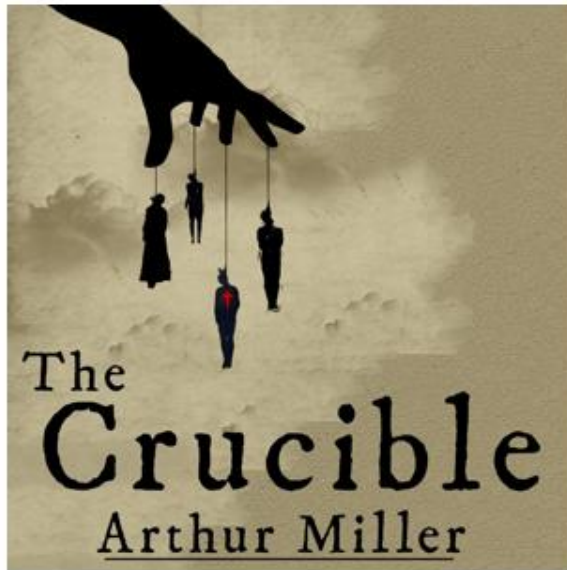
Research Task for next year:

Research the following techniques, playwright, and skills to help you with Drama in Year 9.

- Theatre in Education
  - Mark Wheeler
- The Crucible, Mark Wheeler
- Devising in Drama- Skills, Techniques, Script work
  - Brecht and Stanislavski

Present your findings in any way that you like: ***Poster, Mind-Map, Fact file book!***





Vocal	Physical	Mannerisms
Pitch	Gait	Gestures
Tone	Body Language	Levels
Pause	Emotion	Relationships
Volume	Facial Expressions	Eye contact
Projection	Movement	Tension
Accent	Space	Multi Role

