



Aspire Achieve Thrive

**Autumn Term  
(Half Term 1 & 2)**

# **Drama**

**Year 11**

**Name:** \_\_\_\_\_

**Tutor:** \_\_\_\_\_

## Year 11 Homework Timetable

<b>Monday</b>	English Task 1	Ebacc Option A Task 1	Option C Task 1	
<b>Tuesday</b>	Sparx Science	Option B Task 1	Modern Britain Task 1	
<b>Wednesday</b>	Sparx Maths	Science Task 1	Option C Task 2	
<b>Thursday</b>	Ebacc Option A Task 2	Sparx Science	Option B Task 2	Sparx Maths
<b>Friday</b>	Modern Britain Task 2	Science Task 2	English Task 2	

### Sparx Science

- Complete 100% of their assigned homework each week

### Sparx Maths

- Complete 100% of their assigned homework each week

Option A (EBACC)
French
Geography
History

Option B
Art
Business Studies
Catering
Computer Science
History
Health & Social Care
Music
Sport
IT

Option C
Business Studies
Childcare
Catering
Drama
Geography
Health & Social Care
Triple Science
Sport

### Half Term 1 (6 weeks) - Year 11

Week / Date	Homework task 1 Online Logbook	Homework task 2 Exam Question
Week 2 11th September 2023	<b>Online annotated log</b> via Google Classroom	<b>Question 1</b>  Explain how an actor uses <b>non-verbal</b> skills to become a character.
Week 3 18th September 2023	<b>Online annotated log</b> via Google Classroom	<b>Question 2</b>  How does the visual semiotic of <b>set design</b> help to create the world of a play?
Week 4 25th September 2023	<b>Online annotated log</b> via Google Classroom	<b>Question 3</b>  How does the visual semiotic <b>lighting</b> help to create the world of a play?
Week 5 2nd October 2023	<b>Online annotated log</b> via Google Classroom	<b>Question 4</b>  Explain how an actor uses <b>verbal</b> skills to become a character.
Week 6 9th October 2023	<b>Online annotated log</b> via Google Classroom	<b>Question 5</b>  How does the visual semiotic <b>costume</b> help to create the world of a play?
Week 7 16th October 2023	<b>Online annotated log</b> via Google Classroom	<b>Question 6</b>  Describe <u>three</u> different ways lighting can be used in the theatre.

## Half Term 2 (8 weeks) - Year 11

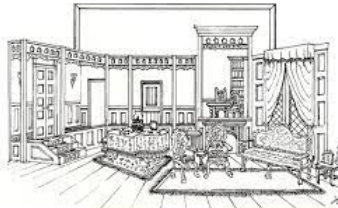




Week / Date	Homework task 1 Cornell Notes	Homework task 2 Exam Question
Week 8 30th October 2023	Online annotated log via Google Classroom	<b>Question 1</b>  What is the plot of <i>Blue Remembered Hills</i> ?
Week 9 6th November 2023	Online annotated log via Google Classroom	<b>Question 2</b>  Describe some effective techniques for line learning.
Week 10 13th November 2023	Online annotated log via Google Classroom	<b>Question 3</b>  Describe the male characters in <i>Blue Remembered Hills</i> .
Week 11 20th November 2023	Mock Exams Line learning	<b>Mock Exams</b>  <i>Blue Remembered Hills</i> - Plot and background context
Week 12 27th November 2023	Mock Exams Line learning	<b>Mock Exams</b>  <i>Blue Remembered Hills</i> - Characters
Week 13 4th December 2023	Online annotated log via Google Classroom	<b>Question 6</b>  Explain the background context of <i>Blue Remembered Hills</i>
Week 14 11th December 2023	Online annotated log via Google Classroom	<b>Question 7</b>  Which steps need to be taken when you are building your character?
Week 15 18th December 2023	Online annotated log via Google Classroom	<b>Question 8</b>  Describe the female characters in <i>Blue Remembered Hills</i> .

# Knowledge Organiser

BTEC Level 1 / 2 Tech Award in Performing Arts - Acting

Year 11

Half Term 1

<b>Weeks 2 and 5</b> <b>Characters In Performance</b>	<b>Weeks 3 and 6</b> <b>Semiotics: Set Design and Costume</b>	<b>Weeks 4 and 7</b> <b>Semiotics: Lighting</b>
<p><b>Non-Verbal</b> how we act</p> <ul style="list-style-type: none"> <li>• <b>Body Language</b> - The way the actor uses their body to communicate meaning to an audience - such as the attitude or age of their character.</li> <li>• <b>Gesture</b> - A movement of a specific part of the body to signal meaning. Usually the head, hands or shoulders (eg: wave, nod, shrug)</li> <li>• <b>Movement</b> - The way an actor moves across a stage to indicate a character's age, attitude or status.</li> <li>• <b>Facial Expression</b> - The movement of the face to communicate emotions and social interactions of a character (eg: smile, frown)</li> <li>• <b>Gait</b> - A person's manner of walking. (eg: long stride, quick pace)</li> </ul> <p><b>Verbal</b> how we sound</p> <ul style="list-style-type: none"> <li>• <b>Diction</b> - Fully pronouncing words with accuracy (Ts and Ds)</li> <li>• <b>Pitch</b> - The high or low sound of the voice (child - higher pitch)</li> <li>• <b>Tone</b> - the sound of your voice which suggests mood and intention towards the listener (happy, sad, moody, uncertain)</li> <li>• <b>Pace</b> - The speed at which a character speaks (quicker is more urge)</li> <li>• <b>Pause</b> - A dramatic pause for an effect.</li> <li>• <b>Volume</b> - How loud or quiet someone is indicates character (quite might be sad or nervous, loud could be a sergeant)</li> <li>• <b>Emphasis</b> - Stressing a word or phrase to make it stand out.</li> <li>• <b>Accent</b> - Distinctive way to pronounce words which suggest the character's origins.</li> </ul>	<p><b>Set Design -</b></p> <p>Creating the right setting for your chosen play is essential. It will suggest a location to your audience and will provide the actors with somewhere to perform which is meaningful. A set can be literal, minimalistic or abstract.</p>  <p>A Doll's House</p> <p><b>Costume -</b></p> <p>Costumes are the clothes a character wears. They inform the audience of the age, class, wealth and era of a character. Costume can also be symbolic and suggest motives and colour can suggest meaning, for example green for envy.</p> 	<p><b>Lighting -</b></p> <p>A stage can be lit not only to show where the actors are for the audience to see them, but can be lit in different ways to add effect and atmosphere for the actors.</p> <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;">  <p>1</p> </div> <div style="text-align: center;">  <p>2</p> </div> </div> <div style="text-align: center; margin-top: 20px;">  <p>3</p> </div> <p><b>1) Spotlight</b> - a lamp projecting a narrow, intense beam of light directly onto a place or person, especially a performer on stage.</p> <p><b>2) Backlit</b> - illuminating a person from behind, creating a mysterious silhouette on stage.</p> <p><b>3) Floodlit</b> - when the whole stage area is flooded with light and every area is illuminated.</p>

<b>Weeks 8 and 13</b> <b><i>Blue Remembered Hills</i> by Dennis Potter</b>	<b>Weeks 9 and 14</b> <b>Techniques for Character building</b>	<b>Weeks 10 and 15</b> <b>Characters:</b>
<p><b>PLOT:</b> The action takes place during <b>one</b> summer's afternoon in <u>a wood, a field and a barn</u>. It follows <b>seven children</b>, all aged seven, as they play, squabble and fantasise, playing out their fears and hostilities. One character proves particularly vulnerable as the other's gang up to taunt him and the play ends in <b>tragedy</b> as he plays his own, dangerous game of pyromania in a barn.</p> <p>The play takes place in <b>real time</b>, with no flashbacks or other theatrical devices to alter time.</p> <p><b>Background Context:</b> Written in <b>1979</b>, this play is <b>set in the West Country in 1943</b>. The characters are <b>all children - poor, working-class and rural</b> children - but <u>adults play the parts</u>.</p> <p><b>Dennis Potter's</b> decision to use adults to play the parts of children did not come from a desire for novelty or humour. <u>He did not want to complicate the audience's reactions with any sentiment or sympathy they might feel at the sight of real children</u>. He felt that real child actors would subtly censor their actions as children naturally do when under adult scrutiny. By using adults, the audience would be able to see and experience the actions and emotions directly.</p> <p>The children are seen inhibited by direct influence from grown-ups. It is a world of <u>seeming innocence</u>, but the innocence is shattered in a terrible <b>climax</b>.</p>	<p>Line Learning Technique: Memorising the lines</p> <ul style="list-style-type: none"> <li>• Repetition</li> <li>• Reading the line then closing your eyes to visualise the lines</li> <li>• Speaking them aloud in various tones and volumes</li> <li>• Attach an action to a moment in the line, such as a nod, look away, walking away</li> <li>• Writing the lines out several times</li> <li>• Make a poster for your room</li> <li>• Rehearse over again until perfect</li> </ul> <p><b>Restraint and control is vital in naturalistic acting. An actor must avoid unnecessary gestures and over-acting. Diction and pronunciation with the words spoken must be accurate. You need to use pitch, pace, pause and tone to sound meaningful - REAL.</b></p> <p><b>Steps to building a character:</b></p> <ol style="list-style-type: none"> <li>1. Who am I?</li> <li>2. Where am I?</li> <li>3. When is it?</li> <li>4. What do I want?</li> <li>5. Why do I want it?</li> <li>6. How will I get it?</li> <li>7. What do I need to overcome?</li> </ol>	<p><b>Willie</b> - smarter, excitable, loves aeroplanes always watching and thinking (acting with eyes and ears). A fairly laid-back character, but intelligent and devious. He enjoys imitating aeroplanes and so body language is very important when portraying this character: his gestures, posture and facial expression, especially the eyes.</p> <p><b>Peter</b> - A strong, less intelligent character who acts aggressively – a bully. Again, body language would be imperative for the actor when portraying him, e.g. he might use his fists consistently. Bully, not very clever (scratch head, confused look), thinks with fists, always wants what the others have.</p> <p><b>Raymond</b> - A sensitive and innocent character who stammers, and he's younger than the rest. He enjoys playing cowboys and using his plastic gun whilst imitating them, stutter, follower.</p> <p><b>John</b> - A character who tries to be fair and protective / caring of his brother Raymond, and who challenges Peter at times. He's more diplomatic than the rest and tries to calm things down in order to avoid arguments. He has a more ethical attitude than the rest, intelligent, moral.</p> <p><b>Angela</b> - A most 'girly' and confident character who can be selfish. She tries to get her own way all the time and uses her femininity to achieve this. She has to play "mummy" every time. Her doll is very important to her. Twirls hair, always gets her way.</p> <p><b>Audrey</b> - A character who is reliant on others, and who tries hard to be Angela's friend. She's insecure and unpopular, but cruel and aggressive as well. unfortunate, boys don't like her, threatened by her tomboyish nature, strop, happily resorts to violence</p> <p><b>Donald</b> - – A character on the group's fringes. He doesn't fit in. He's being abused by his mother. He's lonely and frustrated, unpopular with the boys, but the girls let him play with them. He scratches his body consistently but tries to hide his scars under his clothes. Loner, scared, isolated, introvert.</p>

## STEP 2: CREATE CUES

**What:** Reduce your notes to just the essentials.

**What:** Immediately after class, discussion, or reading session.

**How:**

- Jot down key ideas, important words and phrases
- Create questions that might appear on an exam
- Reducing your notes to the most important ideas and concepts improves recall. Creating questions that may appear on an exam gets you thinking about how the information might be applied and improves your performance on the exam.

**Why:** Spend at least ten minutes every week reviewing all of your previous notes. Reflect on the material and ask yourself questions based on what you've recorded in the Cue area. Cover the note-taking area with a piece of paper. Can you answer them?

## STEP 1: RECORD YOUR NOTES

**What:** Record all keywords, ideas, important dates, people, places, diagrams and formulas from the lesson. Create a new page for each topic discussed.

**When:** During class lecture, discussion, or reading session.

**How:**

- Use bullet points, abbreviated phrases, and pictures
- Avoid full sentences and paragraphs
- Leave space between points to add more information later

**Why:** Important ideas must be recorded in a way that is meaningful to you.

## STEP 3: SUMMARISE & REVIEW

**What:** Summarise the main ideas from the lesson.

**What:** At the end of the class lecture, discussion, or reading session.

**How:** In complete sentences, write down the conclusions that can be made from the information in your notes.

**Why:** Summarising the information after it's learned improves long-term retention.

## WEEK 2: Exam Question (Homework task 2)

Date: 11th September 2023

**Question:** Explain how an actor uses **non-verbal** skills to become a character.

Answer:

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## WEEK 2: Exam Question review and improvement (Classwork)

**Question:**

Answer:

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## WEEK 3: Exam Question (Homework task 2)

Date: 18th September 2023

**Question:** How does the visual semiotic of **set design** help to create the world of a play?

Answer:

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## WEEK 3: Exam Question review and improvement (Classwork)

**Question:**

Answer:

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## WEEK 4: Exam Question (Homework task 2)

Date: 25th September 2023

**Question:** How does the visual semiotic **lighting** help to create the world of a play?

Answer:

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## WEEK 4: Exam Question review and improvement (Classwork)

**Question:**

Answer:

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## WEEK 5: Exam Question (Homework task 2)

Date: 2nd October 2023

**Question:** Explain how an actor uses **verbal** skills to become a character.

Answer:

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## WEEK 5: Exam Question review and improvement (Classwork)

**Question:**

Answer:

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## WEEK 6: Exam Question (Homework task 2)

Date: 9th October 2023

**Question:** How does the visual semiotic **costume** help to create the world of a play?

Answer:

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## WEEK 6: Exam Question review and improvement (Classwork)

**Question:**

Answer:

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## WEEK 7: Exam Question (Homework task 2)

Date: 16th October 2023

**Question:** Explain the staging, themes and semiotics found within **The Curious Incident of the Dog in the Night-time**

Answer:

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## WEEK 7: Exam Question review and improvement (Classwork)

**Question:**

Answer:

[illegible]

## WEEK 8: Exam Question (Homework task 2)

Date: 30th October 2023

**Question:** What is the plot of *Blue Remembered Hills*?

Answer:

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## WEEK 8: Exam Question review and improvement (Classwork)

**Question:**

Answer:

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## WEEK 9: Exam Question (Homework task 2)

Date: 6th November 2023

**Question:** Describe some effective techniques for line learning.

[illegible]

## WEEK 9: Exam Question review and improvement (Classwork)

**Question:**

[illegible]

## WEEK 10: Exam Question (Homework task 2)

Date: 13th November 2023

**Question:** Describe who the male characters are in *Blue Remembered Hills*.

[illegible]

## WEEK 10: Exam Question review and improvement (Classwork)

**Question:**

[illegible]



## WEEK 11: Assessment Week Revision (Homework task 1)

<b>Date</b> 20   / 11   / 23	<b>Topic: Stanislavski's Influence on theatre techniques</b>
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[illegible]

## WEEK 11: Assessment Week Revision (Homework task 2)

<b>Date</b> <b>20 / 11 / 23</b>	<b>Topic: Describe Stanislavski's influence on a range of theatre techniques</b>
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[illegible]

## WEEK 12: Assessment Week Revision (Homework task 1)

<b>Date</b> 27 / 11 / 23	<b>Topic: Blue Remembered Hills - Plot and background context</b>
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[illegible]

## WEEK 12: Assessment Week Revision (Homework task 2)

<b>Date</b> 27 / 11 / 23	<b>Topic: Blue Remembered Hills - Characters</b>
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## WEEK 13: Exam Question (Homework task 2)

Date: 4th December 2023

**Question:** Explain the background context of *Blue Remembered Hills*

Answer: \_\_\_\_\_

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## WEEK 13: Exam Question review and improvement (Classwork)

**Question:**

Answer: \_\_\_\_\_

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## WEEK 14: Exam Question (Homework task 2)

Date: 11th December 2023

**Question:** Which steps need to be taken when you are building your character?

[illegible]

## WEEK 14: Exam Question review and improvement (Classwork)

**Question:**

[illegible]

## WEEK 15: Exam Question (Homework task 2)

Date: 18th December 2023

**Question:** Describe the female characters in *Blue Remembered Hills*.

[illegible]

## WEEK 15: Exam Question review and improvement (Classwork)

**Question:**

Answer: \_\_\_\_\_

[illegible]



[illegible]

[illegible]



# Aspire (ACHIEVE) Thrive

Develop your character



Aspire Achieve Thrive