



DRAMA
 Performing Arts
 Department

KNOWLEDGE & VOCABULARY ORGANISER

Year 8
Autumn
Term

Development of
Drama Techniques

Purpose

To explore how to create high quality and creative Drama through radio.
 To explore the Practitioner Stanislavski and his techniques in Drama.
 To develop learners understanding of the musical ,Chitty Chitty Bang Bang which is the School Production in 2025.

Key Knowledge

- 1. What is a radio play?** A performance using only an actors voice to tell the story.
- 2. What is the history of radio plays?** The first wireless radio was invented in 1893 by Nikola Tesla the credit goes to Guglielmo Marconi.
- 3. What are the techniques required to create radio plays?** Use of vocal elements such as volume, tempo, tone, pitch, accent, emphasis, clarity and diction. Sound effects can also be used to build atmosphere.
- 4. What are the 5 key elements of radio plays?** The 5 key elements role, time, place, action and tension.
- 5. How is staging useful/relevant for radio plays?** To bring a naturalistic feel to a performance. The actors can develop rapport and relationships with each other to add to the level of detail. For the listener.
- 6. Origins of Chitty Chitty Bang Bang linked to British playwrights.** Written by Ian Fleming in 1964. Ian Fleming went on to write James Bond.
- 7. What is naturalistic acting?** A theatrical style of acting that aims to resemble real life on stage.
- 8. How do I use given circumstances in a script?** These are the factual pieces of information in script that cannot be changed. They are used to help structure a performance for the audience delivering the playwrights vision.
- 9. How is Traverse staging used to impact the audience?** Traverse staging is a two sided audience. It can be used to highlight to an audience a divide between characters on stage.

Further Research:

Drama Online <https://www.dramaonlinelibrary.com/>

Key Vocabulary

Staging:

1. Proscenium Arch—One sided audience
2. Traverse—Two sided audience
3. Thrust—Three sided audience
4. Theatre in the Round—Four sided audience
5. Promenade—Audience can move where this wish to watch scenes happening in different locations.

Drama Vocabulary

Analog— Use either VHF or UHF carrier waves to carry sound to an audience.

Clarity— The quality of the sound produced by an actor.

Diction— How the speaker articulates words. Words are clear and pronounced correctly.

Digital— Sound is processed into patterns of numbers or digits.

Emotional recall—Using an actors past experiences to find the emotional truth in a scene.

Fade –In—A gradual increase in sound at the beginning of a recording.

Fade–Out—A gradual decrease in sound at the end of a recording.

Foley Sound SFX— Are custom made sounds that are added to a recording to add effects such as wind blowing or a door creaking.

Given Circumstances—The factual information listed by the playwright in a script that cannot be changed.

Objectives—What a character is trying to achieve in a scene.

Projection— Vocal projection is where an actor uses their voice loudly, powerfully and clarity whilst performing to an audience.

Splice— An editing process where recorded material is cut and pieced together.

Stanislavski—A Russian Theatre Director who developed the Naturalistic style of acting.

Units— The building blocks that help a character to achieve their objective in a scene.