



## Drama Stage 8/9 (B): Crime and Punishment

In this scheme, you will investigate a crime-uncover what has happened and why, who is responsible and what their punishment should be. You will use a variety of Drama techniques to explore characters and scenarios and develop performances to guide the audience to make decisions on the crime and appropriate punishment.

### Key Words:

**Prop:** any object used in a performance that isn't part of the set or worn by the actors.

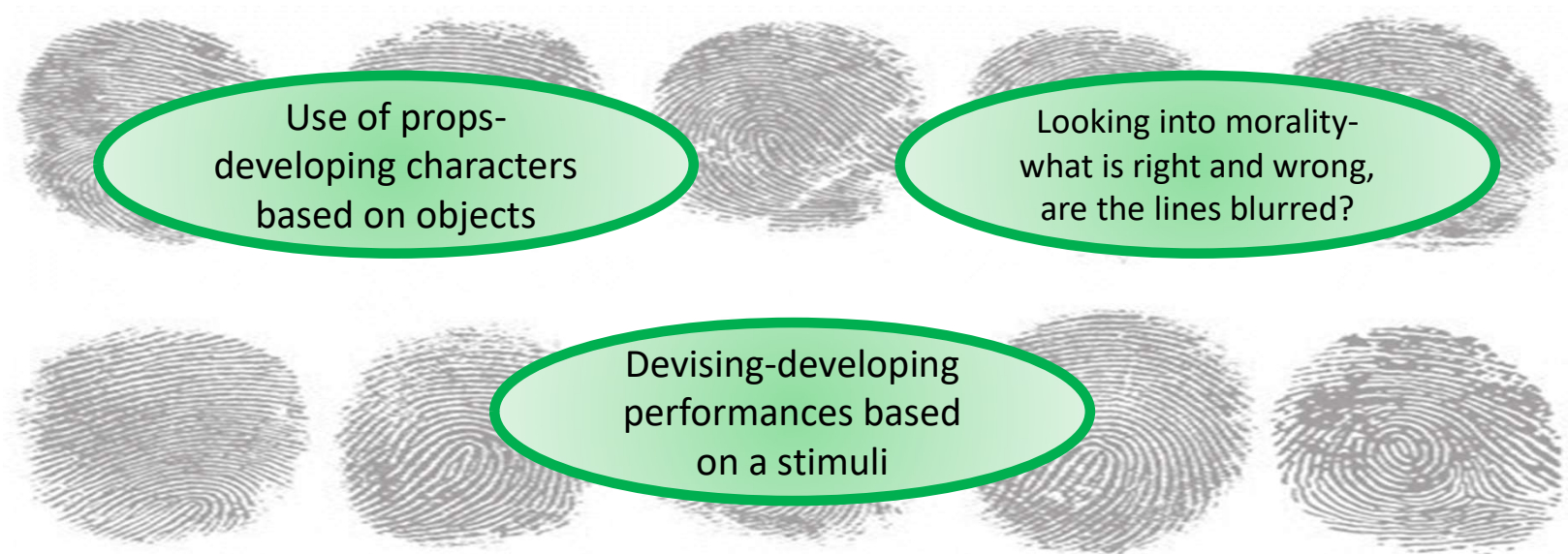
**Interrogation:** asking someone questions to get information.

**Improvising:** creating a performance spontaneously.

**Teacher in role:** The teacher taking on a role and acting as a character while in the lesson

**Marking the moment:** a technique used to highlight a key moment in the performance, still image, slow motion and narration are a few techniques that can be used.

**Still image:** A frozen moment that communicates a meaning to the audience.



Use of props-  
developing characters  
based on objects

Looking into morality-  
what is right and wrong,  
are the lines blurred?

Devising-developing  
performances based  
on a stimuli

## Drama Stage 7: Darkwood Manor



### Key words:

**Physical Theatre:** Using bodies to create objects, used onstage to create a setting.

**Soundscape:** A collection of sounds that help tell a story by creating a mood, theme or location

**Atmosphere:** The creation of a mood within a performance.

**Evaluation:** Making a judgement on a performance and analysing what could be better.

**Tension:** A growing sense of expectation within the Drama, a feeling that the story is building up towards something exciting/scary happening.

**Devising:** Where you create an original performance that does not start with a script.



### Narration:

Spoken commentary for the audience about the action on stage. A narrator informs the audience about the plot. Narration is useful in making the play more understandable for the audience.

We will be focusing heavily on your vocal skills, to create an **atmosphere** and build **tension**.

Skills include:

- Volume** ~ How loud or quite you are
- Tone** ~ The mood and emotion you show
- Pace** ~ How fast or slow you speak

You will explore a haunted, abandoned manor through **physical theatre, soundscapes** and **role play**. This scheme is about developing your knowledge around **devising** and learning how to use Dramatic techniques to create atmosphere and tension.

Darkwood Manor  
An old manor, inhabited by Lords and Ladies within a small village.  
Rocked by a fire that rips through the house, the only remains are Lord Darkwood. His wife and children are nowhere to be found.