



Performing Arts CURRICULUM MAP

YEAR 7

HALF TERM 1: Introduction to Drama Pupil's will learn:		Performance skills - Drama - BBC Bitesize
What makes a good audience within Drama? Drama Key Terms used throughout KS3 - Freeze Frames - Actors on stage would hold their position on stage to emphasize an important part of the scene or plot. - Tableau - A group of models or motionless figures representing a scene from a story or from history - Monologues - A speech presented by a single character, most often to express their thoughts aloud, though sometimes also to directly address another character or the audience. - Gestures - a form of non-verbal communication in which visible bodily actions communicate particular messages - Mime - the art of demonstrating an action with an object that doesn't exist - Thought Tracking - verbally express their understanding of characters and situations without the need for rehearsal. - Role on the wall - A visual map of a character's emotions and actions		Students will be required to learn key terms for drama Students will be required to read a monologue and perform it Students will complete role on the walls for character development Students will complete an end of unit test – question and theory based
Key Features of a Freeze Frame - Using our bodies to produce a freeze frame - The purpose of representing the characters or story at a significant moment. Creating Freeze Frames 1 - Walking into Secondary School for the first time 2-Meeting your friends, you haven't seen for the first time after the 6 weeks holiday 3-Your emotion of starting a new school 4- Your Favourite hobby How can movement be added to link freeze frames together? Introduction to Role on the Wall - Understanding the purpose of a Role on the Wall - How can these help character development within a scene? Different areas of the Role on the Wall		Key Words Freeze Frames - Actors on stage would hold their position on stage to emphasize an important part of the scene or plot. Tableau - A group of models or motionless figures representing a scene from a story or from history Monologues - A speech presented by a single character, most often to express their thoughts aloud, though sometimes also to directly address another character or the audience. Gestures - a form of non-verbal communication in which visible bodily actions communicate particular messages Mime - the art of demonstrating an action with an object that doesn't exist Thought Tracking - verbally express their understanding of characters and situations without the need for rehearsal.
Head		This scheme offers students the opportunity to learn and apply the skills required to work within the performing arts industry in acting and theatre



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- What the character thinks about themselves <u>Body</u> - What the character thinks about others - Anything that the character will regularly say - Key words or actions used by the character <u>Outside</u> - What others think about the character <u>What is a Monologue?</u> A monologue is a long form speech delivered by a single character in a play or a film. <u>Creating a Role on the Wall for the character Link</u> - Read through the script extract from Hairspray - Create a role on the wall for the character to show a deeper understanding of the character <u>Using the Role on the wall to learn a Monologue</u> Students will use the information they have gathered to help portray the character through the performance of a monologue - Emotions - Speech - Physical movements What is Thought Tracking? What is Hot Seating? End of topic test based off key terms and practical aspects Homework Lesson 1 – Revise Drama Key Terms Freeze Frames - Actors on stage would hold their position on stage to emphasize an important part of the scene or plot. Tableau - A group of models or motionless figures representing a scene from a story or from history Monologues - A speech presented by a single character, most often to express their thoughts aloud, though sometimes also to directly address another character or the audience. Gestures - a form of non-verbal communication in which visible bodily actions communicate particular messages Mime - the art of demonstrating an action with an object that doesn't exist		
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Thought Tracking - verbally express their understanding of characters and situations without the need for rehearsal. Role on the wall - A visual map of a character's emotions and actions Lesson 2 – Role on the wall - What is a role on the wall? - What is the purpose of a role on the wall? - What does the head show? - What does the body show? - What does outside the body show? Lesson 3- Revise for End of unit test		
Half Term 2: A Curious Incident Students to recap the storyline of a Curious Incident – previously read in English What is an Idiom? • Introduce the example of ‘Pull your socks up’ – What might this mean? • Ask the students to think of examples of Idioms – Phrases not to be taken Literally 3 Examples of Idioms – ‘It is raining cats and dogs’, ‘Bite the Bullet’ ‘Let the cat out of the bag’ • What do these Idioms mean literally? • Why might Christopher struggle to understand Idioms and other figurative language? Understanding Christopher As you are watching, make bullet point notes about Christopher whilst watching this video. Christopher Boone Think about his: • Traits • Personality • Personal features Once complete, discuss with the students about what they noticed about Christopher and how this would link to Aspergers What is Physical Theatre? • Curious Incident of the Dog in the Night-Time uses physical theatre. Which is heavily choreographed and co-created by renowned PT company Frantic Assembly. Landmark Pictures What are the names of the famous Landmarks?		The Book/ Script – A Curious incident of a dog in the night Students will have read the book – A Curious incident which will help inform this unit of work. Students will learn to tell a story through the use of physical Theatre Students will be required to perform a short scene from a curious incident Key Words Idiom - A phrase or expression whose meaning is different from the literal meanings of its individual words Traits - Distinguishing qualities or characteristics of a person, animal, or thing Personality - The combination of thoughts, emotions, behaviors, and patterns that make someone unique; how a person tends to think, feel, and act. Physical Theatre - A form of performance that tells a story primarily through movement, gesture, and physical expression rather than spoken dialogue. Trust - A firm belief in someone or something's reliability, truth, or ability. Proximity - The state of being physically or figuratively close to something or someone This scheme provides a link to English, where students also study this book/ script. Skills learnt in this scheme provide skills required to be an actor and work in theatre



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Telling the story of a Journey through Physical Theatre

How can we portray a story through physical theatre?

What would we be using to tell the story?

- Physical Features
- Physical Movement
- Our bodies as props

Big Question: What do think is the most important between an ensemble when using physical theatre?

- Flexibility
- Strength
- Trust
- Imagination

Discuss with a partner and be prepared to share

All are important and useful but **TRUST** is essential – you must be able to rely that your group/partner will support you

Find a meaningful **proximity** between you and your partner to show the relationship of:

- Ed and Christopher
- Christopher and Judy (Mum)
- Christopher and Siobhan (Teacher)

Assessment – Performance of Scene from A curious Incident

Homework – Lesson 1

- Find 3 facts about Frantic Assembly

Lesson 2 –

Learn the answers to the following questions for an EDIN next lesson:

1. What is physical theatre?
2. Who are Frantic Assembly?
3. What is an idiom?
4. Who is the protagonist of 'A Curious Incident'?
5. What is Siobhan's role in 'A Curious Incident'?

Lesson 3

Learn the answers to the following questions for an DIN next lesson:

- What is a 'push hands' activity?
- What is flexibility?
- What is trust?
- What is imagination?



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- What is strength? Learn script for assessment		
Half Term 3: Greek Theatre Where did Theatre come from? 6th Century BC – Greece Modern theatre began with Greek theatre in the sixth century BC. The theatre of Ancient Greece consisted of religious festivals honouring the God, Dionysus. Three dramatic genres emerged: tragedy, comedy and satyr. 1. Tragedy: a play with an unhappy/tragic ending. 2. Comedy: a light-hearted play to make people laugh. 3. Satyr: short plays that made fun of the characters in tragedies What is a Greek Chorus? - A Greek Chorus is a theatrical device originating in ancient Greek theatre involving a small group of performers—who are usually unrelated to the central action of a story—commenting on the central action of a play. - The chorus speaks directly to the audience and may not interact with the main characters of a story at all. Their purpose is to underscore the moral themes, actions, character development, and messages of a story to the audience. Purpose of Greek Theatre - Provides commentary on the action of a play: Chorus members commenting on the themes, messages, and unseen action of a play helped to guide audiences to understand the intended progression of a narrative. - Draws the audience in: The Greek chorus addresses the audience directly, often engaging in wry commentary seeking to let the audience in on privileged information. - Expresses a characters' inner thoughts: The Greek chorus is able to reveal a main character's emotions and motivations to the audience, even when they are trying to hide them. - Gives principal actors a moment offstage: Choral interludes allowed actors in ancient Greece a moment to change		Greek Theatre – 7 Useful Facts For Students The Drama Teacher
		Students will be required to understand the story line of Antigone through reading End of unit quiz – Focus on key features of Greek Theatre/ Antigone/Greek Chorus Students will engage in practical workshops in which they are required to perform as a Greek theatre
		<u>Key Words</u> Satyr – A short, comedic play performed between tragedies during festivals. It featured chorus members dressed as satyrs (mythical half-man, half-goat figures) and often poked fun at serious themes. Theatron – The seating area of a Greek theatre where the audience sat. Literally means “viewing place.” Orchestra – The circular, flat performance space at ground level where the chorus sang and danced. Located between the audience (theatron) and the stage building (skene). Proskenion – The area in front of the skene (stage building), functioning like a raised stage for actors in later Greek theatre. Skene – The stage building at the back of the orchestra. Originally a simple tent or hut used as a backdrop and dressing area, later becoming a permanent structure with painted scenery. Parados – The side passageways between the skene and the seating where the chorus and actors made their entrances and exits; also the choral song sung during their first entrance.
		Curriculum links to History with the learning about Ancient Greek culture and theatre. Performance skills required in this scheme provide skills within the performing arts industry.



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backstage, often with actors playing multiple characters needing a breather.

Practical Freeze Frame Workshop

Different points of a Greek Theatre

Names of the different points in a Greek Theatre:

- Theatron
- Orchestra
- Proskenion
- Skene
- Parados

Story of Antigone

1. Creon's son turns his sword on himself after losing Antigone and at hearing this news about her son Creon's wife kills herself too.
2. Creon is alone in grief and repents for the deaths that he unknowingly caused.
3. Antigone disobeys the law and buries her brother Polyneices.
4. Creon orders that Polyneices body will be left unburied.
5. Antigone commits suicide by hanging before Creon can release her.

5 Areas of the Plotline

Exposition - this is where you introduce your characters, setting and introduce the conflict.

Rising Action – this is an incident that sets your story into action with multiple moments of conflict that escalate and create tension as the story moves towards the climax.

Climax - this is the peak of tension, plot, and character in your story.

Falling Action – this is the time the story moves towards its conclusion and conflicts become resolved.

Denouement – this is the resolution where your story concludes, tragically or happily.

Plotline of Antigone

Exposition: Creon orders that Polyneices body will be left unburied.

Rising Action: Antigone disobeys the law and buries her brother Polyneices.

Climax: Antigone commits suicide by hanging before Creon can release her.

Falling Action: Creon's son turns his sword on himself after losing Antigone and at hearing this news about her son Creon's wife kills herself too.

Denouement: Creon is alone in grief and repents for the deaths that he unknowingly caused.

Protagonist, Deuteragonist, Tritagonist

- The Protagonist – 1st actor, the main character.



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▪ The Deuteragonist - 2nd actor, the protagonists partner or enemy. ▪ The Tritagonist – 3rd actor, the messenger or servant. ▪ The chorus can speak to the protagonist during a scene and afterwards they would speak to the audience about the situation. <u>Assessment – Greek Theatre Quiz</u> Lesson 1 1.What was the name of the God that ancient Greek theatre was celebrating? 2.Name the THREE types of Greek Theatre? 3.Which century did Theatre begin? 4.What is a Greek Chorus? 5.Name one function of a Greek Chorus? Lesson 2 1.Different points of a Greek Theatre 2.What are the 5 points of a plotline? 3.How does the story of Antigone fit into the plot line features? Lesson 3 Revise for end of unit test		
<u>Half Term 4: Monologues</u> What is a Monologue? A monologue is a speech presented by a single character, most often to express their thoughts aloud, though sometimes also to directly address another character or the audience. 3 Types of Monologues Soliloquy: a monologue one speaks to themselves Dramatic monologue: Spoken to another cast member or the audience, significant in both length and purpose. Internal monologue: The expression of a character's thoughts for the audience to witness. <u>Listen and Watch Shakespeare's famous monologues</u> - Julius Caesars "Friends, Romans and Countrymen" speech - Lady Macbeths soliloquy - "To be or not to be, that is the question" – Hamlet Introduction to a monologue - Students will read through and annotate, looking at emotion, speech and how physical movement could be included		How to perform a monologue - Royal Birmingham Conservatoire Birmingham City University (bcu.ac.uk) Students to read through script to learn their monologue Students will be required to create their own monologues for final Assessment Key Words Monologues – Long speeches delivered by a single character, often addressing other characters or the audience, used to reveal thoughts, feelings, or important story information. Soliloquy – A type of monologue in which a character speaks their thoughts aloud while alone (or thinking they're alone) on stage, letting the audience into their private feelings. Common in Shakespearean plays. Dramatic Monologue – A poem or speech by a character that reveals their personality and situation, often indirectly, through their own words. The speaker addresses a silent listener, giving insight into both. Internal Monologue – A character's inner thoughts and feelings presented directly to the audience (sometimes voiced aloud, sometimes shown through projection, movement, or voiceover).



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Implementing a Role on the Wall When performing monologues it is important that we ensure that we have a deeper knowledge and understanding of our characters emotions to help us perform in a more realistic way. We can achieve this by the use of a “Role on the Wall” This lets us use the monologue to decide on how we believe the character feels and also what others feel about them Role on the Wall creation for character		Role on the Wall – A drama technique where an outline of a character is drawn, and details about the character’s inner thoughts (inside the outline) and external facts (outside the outline) are added. Used for character exploration. Emotion – A strong feeling, such as joy, anger, fear, or sadness, which actors must portray authentically to connect with the audience and serve the story.
Creating own monologues - Students to create their own monologue based off 1 of 3 characters Performance of Monologue Assessment – Performance of Monologues Homework Students will be required to perform their won monologues for a final assessment Homework Lesson 1 1.What is a Monologue? A monologue is a speech presented by a single character, most often to express their thoughts aloud, though sometimes also to directly address another character or the audience. 2.Name the three types of Monologues – Soliloquys/ Dramatic monologue/ Internal Monologue 3.Name three features that a required to be focused on to make a monologue realistic? Emotions (what are they, where do they change)/ Actions to accompany words/ Exaggeration of certain words/ How someone's voice may change/ Pauses and pace Lesson 2 -What is a Role on the wall? -How can a role on the wall help develop your character in a monologue? -What would you write in the head of a role on the wall? -What would you write in the body of a role on the wall? -What would you write on the outside of a role on the wall? Lesson 3 - Learn Monologue for assessment		This provides skills for performing arts careers as either an actor or performing in theatre
HALF TERM 5 – Commedia D’ell Arte		What is Commedia dell'Arte? — Learning Through Theatre



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What is Commedia D'ell Arte? - Italy during the 16th century. - It has very clear, simple and humorous plot lines, usually related to the themes of love, money or food. - stock characters - Distinct costumes and masks The Commedia Style - Improvisation - is the playing of dramatic scenes with no pre-determined script or actions (Made up as you go) - Exaggeration - is the representation of something as more extreme or dramatic than it is, intentionally or unintentionally. - Non naturalistic - Masks - Audience involvement Practical Task – Creating a Commedia Scene - Use of physical actions and reactions as you deliver it. Can you make it Exaggerated? Stock Characters There are two characters in most commedia scenes – Master and Servant: Master = Demanding, easily fooled, suspicious, rude, old. Servant = Sneaky, cheeky, a bit lazy, young. How do they Act and Move? Zanni They are servants or clowns who are typically portrayed as lazy, mischievous, and always hungry. They speak in dialects, and their costumes usually feature patches and raggedy clothes. - His lower back is arched, and his arms are often bent with hands on hips, in readiness to serve. - He is eager to please. - He runs quickly and lightly, kicking his feet forward. - He sneaks to steal food with large, exaggerated, silent steps. - He can stop in an instant and sometimes freezes, especially when caught in one of his pranks. - His legs turn out in 4th position, sometimes with heels together and other times with the back knee bent and the front leg straight, like a Baroque bow. Vecchi		Students will be required to read through a script for Cross talk Students will be required to read through a script for a Panto Practical tasks implemented to embed theoretical knowledge for both Commedia and Panto Students will be required to work in pairs and perform cross talk and panto scripts Key Words Improvisation – Performing without a script, creating dialogue and action spontaneously in response to a situation, other performers, or the audience. Exaggeration – Deliberately overstating or amplifying actions, expressions, or emotions for comedic, dramatic, or stylistic effect. Naturalistic – A realistic style of acting and staging that imitates everyday life as closely as possible, with believable dialogue, behavior, and settings. Stock Characters – Stereotypical characters that appear repeatedly in certain genres or traditions (e.g., the miserly old man, the clever servant, the braggart soldier). Common in Commedia dell'Arte and melodrama. Cross Talk – Rapid, overlapping dialogue between two or more performers, often used in comedy for wit, timing, and rhythm. Reactions – The way an actor responds (verbally or physically) to another character, an event, or the environment — an essential part of making interactions feel authentic This provides skills for performing arts careers as either an actor or performing in theatre
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The Vecchi are wealthy, old men who are often portrayed as being miserly and stingy. They are typically portrayed as being greedy and possessive of their money, property, and women.

- His hands and fingers usually clasp in front of him. They actively fidget in counting money or holding his money pouch which he keeps in his pants (hence his name).
- He is old and sick, but agile. He can be acrobatic when chasing servants, beautiful women, and his family.
- Bottom sticking out but back straight.
- Knees slightly bent with heels together, toes pointing outward, runs and walks heels first.

What is Cross Talking?

- The back-and-forth banter between two characters.

Rules of Cross Talk

- you repeat what is said to you.
- You answer a question with a question, or a statement.
- You keep the line of dialogue going until the possibilities are exhausted, and then switch to another and so on...
- You answer a statement with another statement, or a question.
- Practical Task – Completing Cross Talking script
- Develop cross talking script by adding own speech

Put on the Spot - common situation in Commedia dell'Arte is when the servant has done something wrong, either deliberately or accidentally.

Whatever happens, they will never admit to the wrongdoing and will always try to lie their way out of it, however ridiculously

How Pantomime has developed from Commedia D'ell Arte?

- Panto blends traditions between Commedia and British Music Hall which produces Pantomime
- Use of stock characters
- Uses humour, mime, gestures

Development

- Moved into the use of Fairy Tale stories
- Developed stock characters into Hero, Heroine, Villain, Dame

Key Features of Pantomime

Proxemics and Status



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Proxemics = How close or far away characters are from each other on stage Status = How important a character is Levels = A character's position on stage, usually linked to height. High – elevated/fully standing, medium – sitting, low – on the floor. Levels can also be used to communicate status and character relationships to an audience. Assessment – End of Unit Test – Commedia D'ell Arte and Pantomime Homework Tasks Lesson 1 – The style and Stock characters - What is Commedia D'ell Arte? - What are the key features of the style? - Who are the stock characters? - How do they present themselves and move? Lesson 2 – Cross Talk and Panto - What is Cross talk? - What are the features of cross talk? - What influences did Commedia have on Panto? Lesson 3 – Revise for end of unit test		
Half Term 6: Improvisation Pupils will learn; Introduction to Improvisation. What does improvisation mean? What key skills are required when we improvise? When do we improvise in life? Key skills and their importance? 1. Use of imagination and memory 2. Communication 3. Listening 4. Memory 5. Taking direction 6. Leading 7. Supportive 8. Vocality 9. Physicality 10. Creativity 11. Spatial Awareness 12. Team Work and inclusivity		Improvisation Theater Production Class Notes Fiveable Fiveable Approaching Drama Tasks: Improvisation (trinitycollege.co.uk) Students will create a final piece of work based of scenarios, objects and characters in groups Key Words Memory – Remembering lines, blocking, and character details so the performance stays consistent and flows smoothly. Taking Direction – Adjusting performance based on feedback or instructions from a director or teacher to better serve the scene. Leading – Driving the scene forward by making bold choices, offering new ideas, or setting the tone for others to follow.



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What are the key features of Improvisation? 1. Say "yes, and!" 2. Add new information. 3. Don't block. 4. Avoid asking questions- unless you're also adding information. 5. Play in the present and use the moment. 6. Establish the location. 7. Be specific and provide details. 8. For serious and emotional scenes, focus on characters and relationships. 9. For humorous scenes focus on actions/objects.		Vocality – Using pitch, pace, volume, tone, and clarity to communicate character, emotion, and atmosphere effectively to the audience. Physicality – Expressing character and meaning through body language, movement, gesture, and use of space. Spatial Awareness – Knowing where you and others are on stage, using levels, distance, and positioning to tell the story clearly to the audience.
5 key rules for improvisation and give reasons for their benefits. Characterisation in Improvisation. Key Aspects of Characterisation in Improvisation Physicality: Using body language, posture, physicality and gestures to create a physical representation of the character. Voice: Modifying vocal qualities, including pitch, tone, speed, and accent, to suit the character. Psychological Traits: Exploring the character's internal world, such as their motivations, desires, fears, and personality. Social Context: Considering the character's relationships and their place within the scene's setting. Assessment Students to choose from a set of scenarios, an object and a character and create an improvised final performance in a group Homework 1. What are the key features of improvisation? Give examples and purpose for the skills needed. 2. What are the improv rules? 3. Revision of unit content		This provides skills for performing arts careers as either an actor or performing in theatre