

PERFORMANCE

A piece that is presented to an audience.



Key Skills

Performance - vocal and physical
Theatrical Skills - Drama techniques

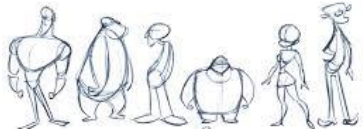
AUDIENCE

The people who watch a performance.



PERFORMANCE SKILLS

Characterisation: Using a range of performance skills to create a character that is different to yourself.



Posture: The way that you sit or stand. The alignment of your spine.



Gesture: A movement (usually of the arm/hand) that communicates a specific meaning.



Levels: Using different heights to communicate meaning or to add visual interest.



Facial Expression: Using your face to show how a character is feeling.



Vocal Clarity: Speaking loudly and clear enough for the audience to understand what you are saying.



Exaggeration: Making your vocals or physicality more extreme/bigger.



DRAMA TECHNIQUES

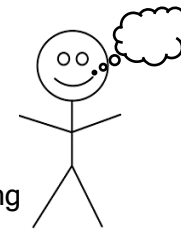


Narration: Normally spoken to the audience, performers give information, tell the story or comment on the action.

Still Image/Freeze Frame: A 'living picture' showing a moment in time - as though the pause button has been pressed.



Thought-Tracking: A character reveals their inner thoughts or feelings to the audience. This information should tell the audience something new.



Mime: A silent performance, that uses physicality to communicate intentions to the audience.

Marking the Moment: 'Highlighting'/ drawing the audience's attention to a significant or important moment. Marking the moment can be done through: slow motion, freeze frame or 'reverse and repeat'.



Slow motion: Moving at a least 2 third's slower than normal speed; this allows the audience to see the detail of a movement

DIG DEEPER QUESTIONS

Which skills need for effective mime might also be important in slow motion?
Which skills need for effective mime might also be important in slow motion?
What techniques could you use to add interest to your piece?
How might thought-tracking change an audience's understanding/interpretations of a still image?

What makes a successful performance?
How do you create a character?
How might adding narration change or improve a slow motion performance?