Drama Revision - Component 3
Noughts and Crosses

Each mini task below will both improve the detail of your written response and your understanding of the play, therefore increasing your mark in the exam. All of the tasks below link to the content you must know for Section A of your exam.

Vocal and Physical Skills	Characters and Plot	Stage Space	OPCs
Costume Design	Set Design	Sound design	Exam knowledge
Lighting Design	Staging design	Props and Stage Furniture	Rehearsal Techniques

*Explain how an actor performing **Pinquile** could use physical skills to communicate the character to the audience in this extract (p49-51)*

Create a key word mind map of terms and definitions for lighting design eg. Gobo, Gel..

Design a costume for Kamal Hadley. Use terminology and link to OPCs, Themes, Context, H&S. Justify choices.

Draw and name the 4 main stage shapes and annotate each one with ideas you could use for N&O

Go to pgs 17 -19. How would you use vocal/physical/spatial skills as the different characters in this scene.

Explain how you would use stage space to communicate meaning in the court sceme

Write a paragraph to show how one way you would design sound in the explosion at the shopping centre (p38)

Explain how you would use stage space to interpret the opening of Act 2 (pages 58/59)

Write a PEEL paragraph to show how one way you would lighting in the extract on p.g: 53-56

Write a PEEL paragraph to explain your costume design choice for Ryan. Remember his social status in the play.

Go to pages 39-43. List all of the sound effects you would use. Make a note of how you would make them.

Sketch your set design for the court scene using terminology and linking to Themes, OPCs, Context, H&S. Justify your choices

Perform Callum's final monologue (74/75). Explain how you would use your vocal skills.

Plan how you would design the lighting for pages 52-53 (execution) Think about colour, type of light, position.

Plan how you would use physical skills for one characters in the extract on pages 55-56.

Create a table of contrasting motivation extracts for Callum, Sephy, Ryan, Jude, Meggie, Jasmine, Kamal and Minerva

Section A Past Paper Practice

Section A Noughts & Crosses by Malorie Blackman. *Questions **1, 2 , 3 and 4** are based on the following extract.*

Read from page 30 – *Jasmine rests her head on Sephy's door*

To the end page 33- Sephy -"Everything isn't my fault"

1 (i) You are going to perform the role of **Kamal.** Choose any one line from the extract which shows the character's motivation. (1)

(i) As an actor, describe the tone and tempo you would use when speaking this line. (2)

(iii) Give one reason to explain your choice of tone, and one reason to explain your choice of tempo (4)

2 (i) Breifly describe the relationship between Jasmine and Sephy in this extract (2)

(ii) Explain how both actors could use movement to communicate this relationship to an audience (4)

3. Suggest two ways you would use lighting and/or sound to communicate the atmosphere in this extract. Give reasons for your suggestions (4).

4. Describe a suitable costume for Jasmine in this extract (4)

5) As a director, choose <u>either a traverse or in the round stage</u> and describe in detail your set design for this extract.You should justify your ideas with reference to the original staging.

In your answer refer to:

- Your choice of stage and audience position
- Production style
- Set and props (including use of colour) (10)

6) Choose any two contrasting extracts from the play and explain how an actor performing JUDE could use performance skills to communicate the character to the audience. (15)

Do not refer to the extract above (p30-33)

In your answer refer to:

- character motivation
- voice
- movement
- interaction

SECTION B REVISION TASK

Ensure you have created a full set of flashcards. Front = example. Back = analysis

<u>Access all lessons on Google Classroom</u>

<u>Set Design:</u> Boat, Lab, Attic
<u>Sound Design:</u> Henry killing Virginia and Henry Meeting Eleven
<u>Costume Design:</u> Henry first, Henry PJs, Henry End, Patty Original, Patty Monster.
<u>Lighting Design:</u> Henry killing Virginia and Henry at the school play.
<u>Interaction:</u> Henry and Patty lockers, Henry and Patty Lab, Henry and Dr Creel
<u>Voice:</u> Henry and Patty Lockers, Henry and Patty Lab
<u>Movement:</u> Henry Entrance and Henry and Patty Lab