

## A LEVEL DRAMA MUST KNOW LIST COMPONENT 2

Students will develop and demonstrate theatre-making skills, appropriate to their role as a performer or designer. They will explore how they realise artistic intentions in performance.

The knowledge and understanding acquired though the study of one key extract from a performance text in Component 1 can be applied to assist in the interpretation, development and realisation of key extracts from performance texts.

The best out of lesson preparation pupils can do for this component is to rehearse with their group in order to continue to develop their piece ready for assessment by an examiner.

Once you have studied the topic you should use the traffic light system to assess your understanding at three points in your revision. Colour the boxes:

Green – I feel confident with this and will need a quick review before I am assessed.

Amber – I feel less confident with this and need to spend some more time on revision.

Red – I have no confidence in this and need to dedicate revision time to this specific area.

Must Know	Review	
In order to prepare of the assessment of this component pupils should:		
read and research their chosen extracts		
understand social, historical and cultural contexts, style and genres, thematic content, contemporary practice and theatre makers		
develop textual understanding to communicate well-considered and coherent interpretations of text in performance.		
Also students must know how performance texts are constructed to convey meaning through:		
style, structure, language and stage directions		
character construction and interpretation		
use of performance space and spatial relationships on stage		
relationships between performers and audience		
I can communicate my given characters using a variety of skills including:		
Vocal skills:		
Pitch		
Pause		

Pace		
Tone		
Inflection		
Volume		
Timing		
Physical skills:		
Physicality		
Facial expression		
Body language		
Posture		
Gait		
Gesture		
Effective use of space		
Physical contact		
Eyeline		