

Responding to a Stimulus

1	Stimulus	A starting point for your drama. It is something used to base the piece around. For example, a picture, poem, song.
2	Concept	A 'concept' is the general overall idea for your performance. Can also be known as the theme.
3	Improvisation	Respond to your stimulus and concept by making things up on the spot to get some initial ideas.
4	Plot	The summary of the story of your piece.
5	Story board	Pictures of the main events and story line in your drama piece in order
6	Character Profile	Name, age, background, personality, appearance, likes & dislikes, family, friends.
7	Message	What you want the audience to learn when watching a performance.
8	Slugline	Setting the scene of a play in your script.
9	Narration	Where you set up the scene or give part of the backstory to the actors.
10	Script	The words and scenes of a film or play.
11	Stage Directions	Instructions which tell the actors to perform actions, stand in certain positions or speak in a certain way.

Roles and Responsibilities in Theatre

12	Roles in Theatre	Different jobs people have
13	Responsibilities in Theatre	The parts of a theatre performance people are in charge of
14	Actor	A person who performs on stage or in films.
15	Director	The person in charge of the whole theatre/film production. They bring the different elements together, having meetings with the design team at various stages during a production. They will also direct the performers and help them develop their characters in rehearsal.
16	Set Designer	The person in charge of the overall look of the stage and the furniture, decoration and objects that appear in it. It must fit with the director's vision.
17	Mood board	A group of images, collages and ideas which bring together a design idea.
18	Model Box	A small 3D version of the set (a bit like a dolls house).
19	Costume Designer	The person in charge of what the actors wear. They need to think about the time period and style of the piece, as well as the age and personality of the characters.
20	Sketch	A rough drawing which shows the ideas of a designer.
21	Swatch	Small pieces of material which a designer uses as a sample to decide what materials they want to use for set or costume.
22	Marketing Manager	The person in charge of letting the public know information about the performance and selling tickets.
23	Programme	A booklet which gives people information about the performance and actors in a production.
24	Annotation	Notes or comments explaining an image or diagram.

KEY POINTS TO HELP YOU WITH DEVISING AND STORY-TELLING – EPIC

1.	ENDING	How will you end your performance. This could be with a tableau (freeze frame) or an exit from the stage
2.	PLOT	This is the story you are telling through your performance.
3.	ISSUE	For a performance to be meaningful and interesting, there needs to be an issue (this could be a theme or problem)
4.	CHARACTERS	These are the people in your performance. It is important you understand your character's background and personality to play them convincingly.