

## Section 1 Key terms

Setting	Where the <b>action</b> takes place.
Characterisation	Using <b>CORE SKILLS</b> to create a <b>character</b> .
Prepared improvisation	Making work from your <b>imagination</b> AND having time to <b>refine</b> it.
Marking the moment	Making a particular section really obvious



## Section 2 Soundscapes

A soundscape is a **dramatic technique** where the performers on stage use their **vocal skills** to create an atmospheric setting.

### Examples

The woods at night

*Owl hoots*  
*Whistling wind*  
*Rustling leaves*  
*Howling wolves*  
*Squawking crows*

An abandoned house

*Creaking doors*  
*Gentle footsteps*  
*Squeaking rocking chair*  
*Screeching cat*

## Section 3 Fantasy Story stereotypes

Popular boy/girl	The Geek	Scaredy Cat
Upright posture Puffed out chest Confident smile Low pitch voice	Inward pointing toes Upturned nose Permanently sniffing High pitch voice	Always moving from one foot to another Trembling tone Hands on chest
		



## Section 4 Famous Fantasy Story example 'The Goonies'

Mikey and his friends have always wanted to go on an adventure. One night they are all in Mikey's attic and Mikey stumbles across an old Pirate map. Mikey has always wanted to know if the Pirate One-eyed Willy ever was a real person. They set off and later realize that they have to go through the evil Mama Fratelli's restaurant to get to a secret passage to the caves.