



Section 1 – Key Terms	
Stimulus	A starting point, idea or inspiration for your devised drama. <i>Types of Stimuli</i> <b>Textual:</b> a novel, poem, story, letter or factual material. <b>Visual:</b> a painting, photograph, film or artefact. <b>Aural:</b> a piece of music, a soundscape or a recording. <b>Abstract:</b> a word, a theme or a mood.
Blocking	Planning your positioning and movement around the stage, including entrances and exits.
Stylistic influence	Using the defining features of a theatrical practitioner or company to help shape your ideas and determine your dramatic aims
Target audience	The specific demographic that your performance is aimed at. Deciding on a target audience at the beginning of the process will help you define appropriate performance aims.
Dramatic exposition	The establishment of character and context early in the performance.
Form	How the piece is constructed in order to achieve your dramatic aims
Proxemics	The use of space/distance to communicate relationship.

Section 2 – Component Content
You are required to produce a devised performance based on a given stimulus. The piece should be an original work and can be up to 20 minutes in length. The accompanying devising log will evidence your development and must be no longer than 2500 words in length
The component is worth 40% of the overall GCSE grade.
60 marks are available in total for this component, 20 marks for the performance and 20 marks for each of the devising log sections.



Section 3 - Progress Checklist
Choose and research stylistic and contextual factors around developing ideas. Consider potential impact on an audience in determining aims.
Use research and any secondary stimuli to develop ideas for performance.
Undertake workshops and employ rehearsal techniques to develop necessary skill to fulfil your aims.
Refine ideas and use of skill in light of feedback given and developing aims
Explain, analyse and evaluate the process through the completion of your devising log
Work creatively and collaboratively.



## Section 4 – Style form and target audience

### Frantic Assembly – Physical Theatre company

Established by Scott Graham, Steven Hoggett and Vicki Middletom in 1994, Frantic Assembly has developed into one of the UK's most successful theatre companies.

### Storytelling (Greek myths)

Storytelling is one of the simplest and perhaps most compelling forms of dramatic and imaginative activity. Storytelling theatre is a performance art that uses the power of story to engage, entertain, and enlighten audiences.

### Children's Theatre

Theatre designed to appeal to young audience tends to tell stories derived from folk tales, fairy tales, real life themes, and historical events.

## Section 5 – Marking Criteria - Performance

Mark	Level of theatrical skill	Range of theatrical skills demonstrated	Contribution to the effectiveness of the piece	Inventiveness of individual's work	Success in realising individual artistic intention*
4	<b>Highly competent, highly developed and sustained</b> use of theatrical skill.	<b>Extensive</b> range of theatrical skills demonstrated.	<b>Outstanding</b> contribution to the effectiveness of the piece.	<b>Highly inventive</b> work throughout.	<b>Highly successful</b> realisation of individual artistic intention.
3	<b>Developed, secure and consistent</b> use of theatrical skill.	<b>Wide</b> range of theatrical skills demonstrated.	<b>Considerable</b> contribution to the effectiveness of the piece.	Work has <b>many inventive qualities</b> or moments.	<b>Secure success</b> in realising individual artistic intention.
2	<b>Some developing competency</b> in use of theatrical skill, <b>not always sustained</b> .	<b>Fair</b> range of theatrical skills demonstrated.	<b>Some meaningful</b> contributions to the effectiveness of the piece.	<b>Some useful inventive</b> ideas.	<b>Some</b> success in realising individual artistic intention.
1	<b>Little competency and little consistency</b> in use of theatrical skill.	<b>Narrow</b> range of theatrical skills demonstrated.	<b>Little</b> contribution to the effectiveness of the piece.	<b>Little inventiveness</b> .	<b>Little</b> success in realising individual artistic intention.
0	Nothing worthy of credit.	Nothing worthy of credit.	Nothing worthy of credit.	Nothing worthy of credit.	Nothing worthy of credit.

