







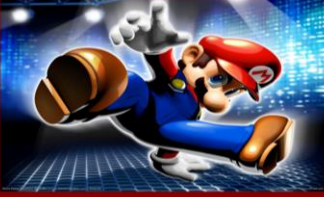


Year 9 Half Term 1- Video Games

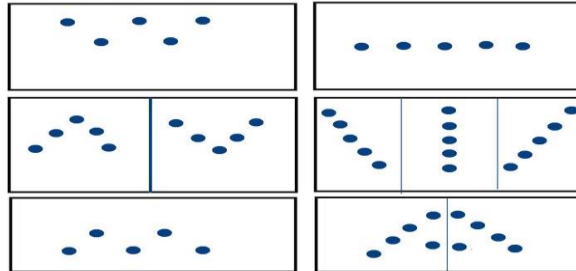
Enter the world of Super Mario! This term the drama room will **TRANSFORM** into the super Mario world! You and your team mates have been sucked into the video game and you must complete different levels each lesson in order to **WIN** the game and escape back to the real world!

Video Game Levels:

<p>Level 1: Freeze Frames</p>	 <p>Freeze-frames are used for showing a moment in the middle of the action. 'Freeze frames' are used during a live performance.</p> <p>The actors/actresses will freeze at a particular, set time, to enhance a particular scene, or to show an important moment in the play/production. Example like a celebration</p>  <p>With freeze-frame, the action in a play or scene is frozen, as in a photograph or video frame.</p>	<p>In level one you will learn how to effectively use a freeze frame within a performance and create freeze frames depicting your characters journey in the game.</p>
<p>Level 2: Transitions</p>	<p>TRANSITION</p> <p>The process of changing from one state (freeze frame) to another.</p> 	<p>In Level two, you will be able to understand transitions and how to create an effective and exciting transition on stage, to create a smooth flow between scenes.</p>
<p>Level 3: Actions</p>	<p>What are the five actions?</p> <ul style="list-style-type: none">  Travel  Jump  Turn  Freeze  Gestures 	<p>In level three, the grid method will be used and explored to master movements for our characters. We will create phrases and action combinations that help to drive the scene ahead.</p>

Level 4: Formations

Formations
5 dancers



In level four, formations and interesting uses of space will be explored. These formations will be used in different parts of your scenes to show different character relationships.

Level 5: Rehearse

9	I can use Tone in my voice to show my characters feelings.	I can perform my work with Focus . I know where my character is looking and why.	I can perform my work with Spatial Awareness . I know where the members of my group are and don't have my back to the audience.
8	I can say my lines with Emphasis .	I can perform my work with Balance and Control .	I can use Body Language to show my character to the audience.
7	I can say my lines without getting out of Breath .	I can perform doing more than 1 thing at a time (Co-ordination).	I can use 3 different Facial Expressions .
6	I can say my lines with Articulation .	I can stay in character at all times.	I can use 3 different Speeds in my performance.
5	I can say my lines with Projection .	I can perform with Energy .	I can use 2 different Staging Formations .
4	I can say my lines with Rhythm .	I can perform with Confidence .	I can use 3 different Levels .
3	I can learn my lines of by heart.	I can remember all my actions and perform them the same everytime (Movement Memory).	I can use 3 Freeze Frames and link the Freeze Frames together with 2 Transitions .
2	I can remember my lines with prompts .	I can use a starting and ending Position .	I can use 3 Freeze Frames .
1	I can read my lines.	I can perform without Laughing .	I can use 5 Gestures .
	Use of Voice	Use of Body	Dramatic Skills

In level five, you must use your team work skills to piece the scenes and fragments created to form a video game sequence showing the audience your characters journey in the game.

Level 6: Escape



In level six, you must complete your final mission and perform your sequence in order to win and escape back to the real world. **PRIZES** up for grabs!