

# Year 9 – Lord Of The Flies – Kemnal

## Keys

**Ensemble:** a group of individuals dedicated to collaborative creation, committed to working together consistently over years to develop a distinctive body of work and practices.

**Improvisation:** Spontaneous and unplanned theatre that is unscripted and happens based on natural decisions for those characters.

**Proxemics and Levels:** The use of space both vertically and horizontally on stage to represent relationships either between characters, objects or with the audience. They often have some relation to the themes being explored.

**Workshop theatre:** Exploring a story through workshop and problem solving within lessons, whilst learning skills through the journey.

### Key Themes

- Democracy vs dictatorship
- Civilisation vs savagery
- The loss of innocence
- Consequences of war
- Individual vs community
- Good vs evil
- Human nature (the natural desires we have in us: to be selfish, savage and immoral)
- Communication (or lack of it)

## Plot summary

- 1** The Sound of the Shell – During WW2, plane carrying evacuees crashes on an island. Characters meet.
- 2** Fire on the Mountain – Beastie first mentioned. Signal fire rages out of control and kills boy with birthmark.
- 3** Huts on the Beach – Piggy focus on building shelter; J and choir prefer hunting. Simon disappears and finds peaceful, aromatic part of island.
- 4** Painted Faces and Long Hair – J and others paint their faces – say it's for camouflage but it actually reveals their savage identity.
- 5** Beast from Water – beastie discussed. J starts to rebel against the rules/democracy.
- 6** Beast from Air – Sam + Eric (S+E) mistake the parachutist for the beast
- 7** Shadows and Tall Trees – The boys fight and separate. Storm begins.
- 8** Gift for the Darkness – J sacrifices pig's head to beast
- 9** A View to a Death – Si thinks the head talks to him; it realises his paranoia. S killed by the boys.
- 10** The Shell and the Glasses – P, S+E avoid talking about Si's death. J and hunters steal P's glasses.
- 11** Castle Rock – P+R go to get P's glasses. P killed by Roger.
- 12** Cry of the Hunters – R runs for his life. Fire engulfs the island and a naval officer comes to investigate. The boys are rescued.