



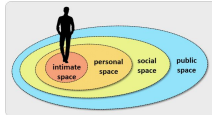


The Acting Tools:

- **Voice** - e.g. happy tone, low pitch. 
- **Movement** - e.g. straight posture, striding confidently. 
- **Gesture** - e.g. pointing, waving. 
- **Facial Expression** - e.g. smiling, furrowing brow. 
- **Relationships with Others On Stage** - e.g. proxemics, levels. 



Year 10/11 Drama FOCUS: THE ACTING TOOLS - VOCAL SKILLS



Voice:

- **Pace** - the speed/tempo with which you speak. This reflects a character's personality, the emotions they are feeling and who they are speaking to.
- **Pitch** - how high or low your voice is. This can reflect the age, gender and emotions of a character. Inflection is the way an actor makes their voice rise and fall - in scripted drama this can be guided by the punctuation in the text.
- **Volume** - how loud or quiet your voice is. This can change depending on the emotions of the character, the location of the scene and who they are speaking to.
- **Accent** - the way you pronounce the words you speak - different accents are associated with particular countries, areas or social classes.
- **Emphasis** - keywords which are stressed to show how important they are. Pick out the most significant words in a sentence and show what the intention of the line is. Sometimes these are indicated in the script by the presence of italics.
- **Pause** - a temporary stop. Moments of silence where you deliberately stop speech for a second. These can be used for dramatic effect to create tension and show that a character is thinking. These are indicated in the script by the presence of ellipsis.
- **Clarity** - how clear and easy to understand your voice is - some characters may mumble their words a little, others may overly enunciate their words. It is, however, important that all characters can be understood.
- **Tone** - the emotion behind your voice. This gives specific information about how the character is feeling at that precise moment in time.

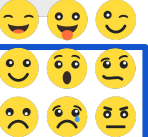
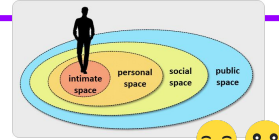
Gesture:

- The way we **communicate** with our hands and arms.
- **Simple gestures** are actions such as waving, thumbs up, peace sign, etc.
- More **complex gestures** can be used to show a character's emotion or intention, e.g.
 - Pulling at your jumper to show nervousness;
 - Putting your head in your hands to show despair;
 - Placing your hand on your heart to show love;
 - Slamming a fist on the table to show anger;
 - Twirling your hair to show flirtation;
 - Opening a door and showing someone the way out to show you would like to end a conversation;
 - Crossing your arms to show displeasure.



Year 10/11 Drama

FOCUS: THE ACTING TOOLS - PHYSICAL SKILLS



Movement:

- **Posture** - the position in which someone holds their body when standing or sitting, e.g. stood straight, slouching, hunched over, rigid.
- **Travelling** - the manner and pace of travel, e.g. walking slowly, running quickly, skipping, crawling, jumping, sliding.
- **Gait** - the manner of walking, e.g. swaggering, gliding, striding, limping, shuffling, strutting.
- **Body Language** - communication by movement or position, e.g. crossed legs, head up/down, sitting back, open/closed posture.

Relationships with Others on Stage:

- **Levels** - consider who you are communicating with - status, class, age, relationship, etc. - levels can be used to indicate position and relationships.
- **Eye Contact** - shows confidence, attentiveness and interest (or not) in another person, e.g. looking directly into someone's eyes, looking at the floor, quickly glancing at them.
- **Physical Contact** - communicating with another character through touch, e.g. a high five, a hug, a pat on the back.
- **Proxemics** - use of space and distance between characters on stage, e.g. awkwardly close, turned away from them, walking away from them, shouting at them from the other side of the stage.

Facial Expression:

You can move your facial features to create different expressions to show your character's feelings and emotions - very subtle changes to your facial expression can completely change what you are communicating.

- **Eyebrows** - e.g. raised, relaxed, furrowed.
- **Eyes** - e.g. wide, staring, squinted, bright, rolled, winking, blinking.
- **Nose** - e.g. flared, wrinkled.
- **Mouth** - e.g. smiling, frowning, pursed, tongue sticking out, lip curled.