SUBJECT: DRAMA HOD: MS R. PARISH

	UNIT TITLES	LEARNING OBJECTIVES	ASSESSMENT ASSIGNMENTS
TERM 1	Dark Wood Manor - Issues Explored - The Effect of Gossip and Rumours - Ghost Stories and Superstitions - Grief and Losing a Child - Storytelling - Enquiry Skills	 Role play Learning different drama techniques Teacher in Role Improvisation with exploration and development of character and situation Develop imagination Problem solving Listening and responding 	Written work One monologue to be learnt and performed Two diary entries Writing letters in role Group/pair work
TERM 2	Commedia Dell'Arte - Stock Characters - History of the Theatre - Different Genres - Commedia is Slapstick Comedy - Making Masks to Use in Performances - Performing Warm Up Gags Lazzos Before a Major Performance	 Perform a different style of acting Pantomime and Punch & Judy derived from Commedia Working with different text from that time in history 	 Mask making and assessment on their knowledge and history of the theatre at that time Learning and recognizing all the different types of characters using physical theatre Performing these characters using various gestures
TERM 3 1 st Half	"Lord of the Flies" The island – devising their own island with their own rules and community	 Rules living as a community Working as teams Problem solving Listening and responding to ideas Interpretations of text 	 Oral work and practical work in the chorus Research on the Greeks Performance on their own myth using choral work
2 nd Half	The Greeks - Looking at Greek Theatre, especially the role of the Chorus and theatre skills with the plays at that time - Comedy & Tragedy - Myths & Legends - Interpreting text from the Oresteia - Students perform their own myth using the chorus to tell their story - History of the Theatre at that time	 To develop an understanding of the origins of drama To introduce the style of Greek Theatre To expand knowledge of theatrical styles Experiment with chorus work Workshop using Mime, Movement, Choral Sound, Group Feeling Working in unison and synchronization Story telling 	