
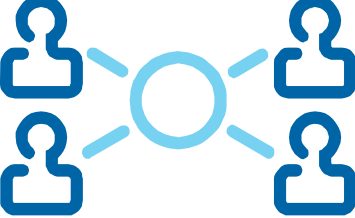
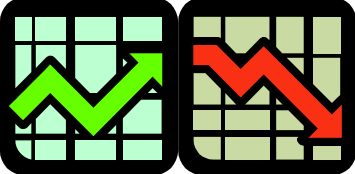
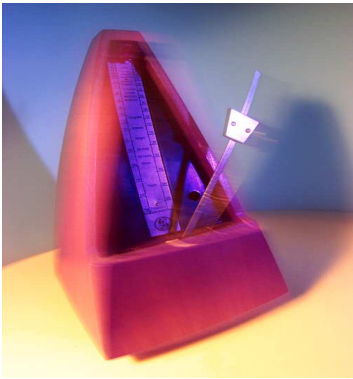

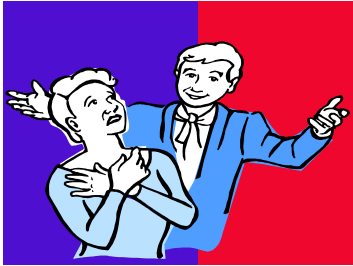




The Elements of Drama are the different parts of a dramatic performance. These relate to the story being told, the themes being developed and the ways the characters are presented. These include the use of the following;

Elements of Drama	How they can be used
<p data-bbox="231 481 539 517"><b>Action/Plot/Content</b></p> 	<ul style="list-style-type: none"> <li data-bbox="639 481 1406 555">- The action of a play is the events which are presented to the audience</li> <li data-bbox="639 555 1406 667">- The plot can be divided into the main plot (the key storyline) and the sub-plot (less important stories which run alongside the main plot)</li> <li data-bbox="639 667 1406 741">- The action makes up the main content of the play and is driven by what the characters do</li> <li data-bbox="639 741 1406 853">- The plot may start at any point of the story and use cross-cutting or flash back to reveal the whole story</li> <li data-bbox="639 853 1406 965">- Plot progression is how a story is revealed, maybe slowly and in a convoluted way to add tension and suspense</li> <li data-bbox="639 965 1406 1077">- Events off stage are parts of the story which the audience do not see but can later be revealed to the audience by narrative or another device</li> </ul>
<p data-bbox="231 1131 320 1167"><b>Forms</b></p> 	<ul style="list-style-type: none"> <li data-bbox="639 1131 1406 1205">- The form is the way that a story is told in performance</li> <li data-bbox="639 1205 1406 1279">- The same story can be told using a variety of different forms</li> <li data-bbox="639 1279 1406 1391">- The forms use the dramatic devices or explorative strategies to present and structure the story</li> <li data-bbox="639 1391 1406 1503">- Characters and themes are presented in different ways and this is part of the form of the performance</li> </ul>
<p data-bbox="231 1512 528 1547"><b>Climax/Anti-climax</b></p> 	<ul style="list-style-type: none"> <li data-bbox="639 1512 1406 1659">- The climax of a play is when a sense of expectation is built up and the story and action reach their most critical point. Feelings spill over and tension is released</li> <li data-bbox="639 1659 1406 1809">- Anti-climax is when there has been the same sort of build up but the key moment doesn't come. Alternatively the outcome is less serious or delayed</li> <li data-bbox="639 1809 1406 1919">- A climax could be a fight to the death or a family secret revealed with serious consequences</li> </ul>

	<ul style="list-style-type: none"> <li>- An anti-climax is a fight which is prepared for doesn't happen or a revealed secret turns out to be disappointing.</li> </ul>
<p><b>Rhythm/Pace/Tempo</b></p> 	<ul style="list-style-type: none"> <li>- These are all the speed at which the action moves along in a piece of drama.</li> <li>- Changes in rhythm, pace and tempo can also be reflected in speech</li> <li>- Within a scene the pace can change from being busy and active to slower and more focused</li> <li>- Within a speech an angry character can start a speech full of passion but end being more thoughtful and quiet</li> <li>- Between two characters, one can be agitated and paces around the stage while the other remains quiet and stands still</li> </ul>
<p><b>Contrasts</b></p> 	<ul style="list-style-type: none"> <li>- Contrasts are created when opposites are put together to produce a specific effect or mood.</li> <li>- Contrasts can occur between things which are directly seen or heard or in things which are merely mentioned</li> <li>- Contrasts can be in locations, themes or characters</li> <li>- There can be contrasts in scenes such as a happy scene following a sad one</li> <li>- There can be contrasting character such as a son who makes his Father proud and one that brings him shame</li> <li>- Contrast in scene could be a dark spooky house followed by a sunny beach scene</li> <li>- There can be contrast in speech such as one character who uses very formal language and one that uses slang and chatty informal speech</li> </ul>
<p><b>Characterisation</b></p> 	<ul style="list-style-type: none"> <li>- Characterisation is the creation of convincing, believable characters using a range of techniques and skills.</li> <li>- Good characterisation shows an insight into and understanding of the role</li> <li>- You need to use a good range of skills to portray a convincing character</li> <li>- You need to stay in role and sustain the characterisation</li> </ul>

<p><b>Conventions</b></p> 	<ul style="list-style-type: none"><li>☛ These are the techniques which are used in performance to explore and present characters, themes and plot</li><li>☛ Examples of conventions might be;<ul style="list-style-type: none"><li>-slow motion</li><li>-still image</li><li>-audience aside/ direct address to the audience</li><li>-Soliloquy / monologue</li><li>-dividing the stage to show more locations</li><li>-the Fourth Wall</li></ul></li><li>☛ These conventions are used by performers, designers and audience when preparing and presenting a drama</li></ul>
<p><b>Symbols</b></p> 	<ul style="list-style-type: none"><li>☛ This is a recurring object or image which represents a theme or idea within a drama</li><li>☛ Symbols can be used to represent ideas or feelings</li><li>☛ Props can be used as symbols</li><li>☛ Character behaviour such as gestures or expressions can be symbolic</li><li>☛ Stage elements such as lighting can be a symbol in the drama</li></ul>