

Blood Brothers- for C1, Section B

Question one: design focus- set/ costume/props/ lighting/ sound- CONTEXT (4 marks)

Question two: how will you as an actor deliver the specified line? Motive? Physical skills? Vocal skills? Effect? (8 marks)

Question three: shaded section- how you will use space & interaction to generate comedy / tension with the other actor? (12 marks)

Question Four: how will you interpret the character in this extract and in the play as a whole? (20 marks)



WHAT IS YOUR PING PONG SECTION? (Question 4)

Discuss the way you would use SIMILAR or CONTRASTING skills to play the character at a different point in the play

Set in Liverpool
between 1960
and 1980



Key Themes:

Childhood & adolescence

Superstition

Friendship

Social Class & deprivation vs. privilege

Violence

Nature vs. Nurture

Form and Structure	
Didactic Play	A drama that intends to teach, particularly with regard to morals.
Tragedy	A play that builds towards a tragic event that causes great suffering
Parallels and contrasts	Similarities and differences patterned through the play eg. Mickey's school / Eddie's school
Stage directions and dialogue	Stage directions inform actors how to move on stage and dialogue generally depicts verbal interactions of characters naturalistically. In the dialogue we see the contrast between the accent and dialect of the working class characters and the Standard English of the Lyons family.
Song	Characters reveal their innermost thoughts and feelings in direct address to the audience through song
Narrator	The narrator speaks in direct address to the audience and asks us questions. He is omniscient and often present to remind us that the tragic ending is inevitable
Cyclical action	The play ends as it begins- time is 'looped'

Montage	Sequences of mimed action set to song/music which condense the passing of time
Foreshadowing	A warning or indication of a future event of a negative kind
Symbols and motifs	A symbol represents something more than itself- for example, the shoes on the table represent ill fortune. Motifs form a pattern, by dominating or recurring.

PEARL:

P: point in play

E: example/quote

A: analyse (skills)

R: reflect on effect for audience

L: link to question focus