

Devising

What is devising? Devising is a way of creating an original piece of Drama from a stimulus or a range of stimuli. A stimulus could be a poem, a song, a news article, a picture, an object or even a word! In this case we will be using a short play to give us the ideas. Once we have read the play as a class it is best to use exploratory strategies to come up with a range of further ideas - see the flow chart (right). Using 'Ernie's Incredible Illucinations' as our stimulus allows us to 'copy the blueprint' of one of Ernie's incredible imaginings that comes to life! You can take the idea and the structure from the scenarios in the script! Each starts with a grain of truth (an actual happening in the real world) and leads into an imaginary scenario, in which all the participants feel it is real. Each is being described to the doctor by Ernie and his parents.

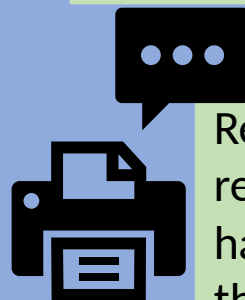
Links

What you have done: during 'Adolphus Tips' you used scripts as inspiration to create your own scene in your own words- this was also devising!

What you will go on to do: you will devise imaginative stories for performance again in Year 8 (Darkwood Manor)- these will be spooky ones!

Year 7 Devising- Term Five

Perform and evaluate.
Set targets for next time.



Research, develop, collaborate, improve and refine (this can involve scripting but does not have to). Your performance will usually take the form of a polished improvisation.



Initial stimulus: 'Ernie's Incredible Illucinations' by Alan Ayckbourn.

Exploration using mind mapping, hotseating, freeze framing and improvisation

Select your own direction/imaginary scenario for Ernie to guide your own devised scenes- anything can happen! It should feel 'real' to the characters.



Cross-Curricular Links:

English Literature: plays and dialogue

History: you may chose a scenario that is set within a historical setting

PE: Balance, coordination, movement. Possible physical theatre or dance.

PSHE/RE/SMSC: Mental health. Being believed and speaking out when something is wrong.

Magic 5 Skills

Vocal skills: Pitch, Pace, Pause, Projection, Tone, Accent

Physical skills: Movement, Facial Expression, Gait, Posture, Gesture, Body Language

Space and Interaction: Use of Space, Use of Set, Stage Position, Interaction with other Actors

Directing: Stage Directions, Blocking, Dialogue, Subtext, Message of the play, Dramatic Intention

Design: Lighting, Sound, Costume, Set, Props, Puppetry, Setting & Context



<u>Drama Star Skills</u> ★	R	A	G
Creativity/Originality			
Teamwork			
Resilience			
Leadership			
Performance skills			
Evaluation			