



Darkwood Manor- Year 8 Term 6

The story begins with this advert in the local newspaper:

Young person or select group of young people required to spend a night in Darkwood Manor on the Darkwood Estate, 3 miles from Darkwood village, in order to sign documents confirming that the house is fit for habitation and sale. Expenses will be covered and a reward of £5,000 offered. Interested candidates should contact the estate agent dealing on behalf of Lady Darkwood on 07763 345 678 for arrangements to be made.

Where will the story go from here? You decide!

Sequence:

What you have done: You will be using your knowledge of devising drama from previous topics as well as your knowledge of design elements from earlier this year (Masks, Curious Incident).

What you will go on to do: In Year 9 you will be devising again and this topic will help you build devising skills. At GCSE devising is worth 40% of the course!

What do your characters see/hear/feel once they get inside the house? How can you use lighting, sound or staging to create **tension** for the audience? How can you use design elements?



Cross-Curricular Links:

English Literature: We will talk about the novel 'The Woman in Black' by Susan Hill (also a theatre production)

History: you may wish to use knowledge of history within your story.

PE: Balance, coordination, movement.

Final Goal:

Using the characters you have created during your activities in lessons, and elements of the story that you wish to take forward, create a piece about your overnight stay at Darkwood Manor. What happens to your characters and how does the story of the house unfold? What happens to your characters in the end?

You could include:

Narration

Still image

Thought tack

Physical theatre

Split scene

Flashback

Multi-role

...And anything else you can think of to create suspense and tension!

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



Drama Star Skills



	R	A	G
Creativity			
Teamwork			
Resilience			
Leadership			
Performance skills			
Evaluation			