

# Characterisation Knowledge Organiser

<b>Vocal Skills:</b>	<b>Definition:</b>	<b>Physical Skills:</b>	<b>Definition:</b>
<b>Pitch</b>	How high or low the voice is.	<b>Gesture</b>	Used to show how a character feels or expresses their thoughts.
<b>Pace</b>	The rhythm and speed with which words are spoken.	<b>Facial Expression</b>	Shows a character's response to a situation or reveals their inner feelings and thoughts.
<b>Projection (or volume)</b>	How loud or quiet the voice is.	<b>Body language</b>	The way a performer communicates non-verbally.
<b>Pause</b>	Stopping to emphasise a point or provide contrast and variation.	<b>Posture (or stance)</b>	How a character stands. Could show their age, status or emotional state.
<b>Intonation</b>	The rise and fall of the voice to provide variation and interest.	<b>Gait</b>	How the character walks.
<b>Tone</b>	How lines are said to convey meaning.	<b>Proxemics</b>	How the performer uses stage space. Could show relationships or status.
<b>Accent</b>	Used to indicate where a character is from (location) or to show social class or status.	<b>Focus (or eye contact)</b>	Where a character is looking.
<b>Inflection</b>	The ups and downs of spoken language.	<b>Levels</b>	The height of a character/actor.
<b>Emphasis (or stress)</b>	Used to place importance on specifically chosen words.	<b>Movement</b>	How a character moves.
<b>Nuance</b>	Subtle changes in voice to change the meaning in a text.		
<b>Charaterisation/rehearsal techniques</b>	<b>Definition</b>		
<b>Hot seating</b>	A character is questioned by the group about his or her background, behaviour and motivation.		
<b>Given circumstances</b>	Textual information given to an actor about a character or moment (this cannot be altered). This will help them to play the character and situation true to the text.		
<b>Objective</b>	An objective is what a character wants to achieve within a scene.		
<b>Centre of weight</b>	This technique allows the performer to explore different center's of weight in rehearsal to find the one that suits the specific character they are playing.		
<b>Vocal skills</b>	Using pace, pitch, volume, tone and accent to communicate the intentions of your character.		