



Noughts & Crosses - Learning Journey

In this topic, we will explore Act 1 of the popular play text *Noughts and Crosses* as a stimulus. We will explore how to work with play scripts practically, with both on and off-text ideas and activities. We will develop an understanding of the characters, plot and themes for the opening.

Lesson 1 - Developing an understanding of the wider themes within the play

Lesson 2 - Exploring the opening and its use of narration to communicate themes and narrative.

Lesson 3 - Exploring Callum's home life and family.

Lesson 4 - Exploring Scene 3 focussing on staging and physical skills

Lesson 5 - Using in-role writing and cross-cutting to develop understanding of characters and themes .

Lesson 6 - Rehearsal & performance

What do I need to understand for this topic?

Plot, themes & characters
Ancient Greek choral style
Types of theatre staging
Naturalism vs stylised theatre

How will I know how to perform in a successful way?

Each lesson we will concentrate on developing a new skills to inform and developing your understanding of the text.

How will I practice working creatively?

You will work in a number of group each lessons using explorative strategies with the performance text. This will encourage you to use a number of strategies and activities to explore a text practically .

How will I be assessed?

You will make the artistic decision to create a naturalistic or stylised piece of drama in response to *Noughts & Crosses* as a stimulus. This will be rehearsed and performed as part of your assessment, demonstrating your knowledge and understanding of the text and your ability to respond and devise a performance from stimuli.

dystopian (n)

An imagined society where there is great suffering and injustice.

segregation (n)

The act of keeping one group of people apart from another and treating them differently, especially because of race, sex, or religion.

naturalism (n)

drama which attempts to represent real life on stage; actions tend to be shaped by determinism (societal or environmental forces).

stimulus (n)

an object, image, piece of text, music or video that inspires devised work.

stylised (adj)

Something that is stylised is shown or done in a way that is not natural in order to create an artistic effect.

Staging (n)

the use of the stage as a design element, considering: choice of stage; positioning of entrances/exits, set items, stage furniture, levels; awareness of audience; creating an appropriate space for performers/audience