

Darkwood Manor – Learning Journey

In this topic, we'll explore Darkwood Manor through a range of physical theatre and drama techniques. Each week we will create a different room or part of the house using different drama techniques and skills. This will enable you to build up a toolkit of drama skills to create your own work and develop characters.

Lesson 1 – Darkwood Manor

Lesson 2 – The garden

Lesson 2 – The living Room

Lesson 4 – The attic

Lesson 5 – Rehearsal and development

Lesson 6 – Performance

What do I need to understand for this topic?

- Physical theatre
- Essence machine
- Still image
- Thought tracking
- Soundscape
- Improvisation
- Hot seating



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

Teacher and peer modelled performance skills, conventions and styles of theatre.

How will I practice working creatively?

You will work in a number of groups, practising new skills and techniques in drama each lesson.

How will I be assessed?

In groups you will perform a short piece of drama exploring 'Darkwood Manor' showcasing the new skills, styles and conventions of theatre you have learnt.

still image (n)

A frozen picture that captures a scene on stage

hot seating (n)

Questioning an actor in role to explore their thoughts & feelings

thought tracking (n)

a way to speak aloud the thoughts or feelings of a character in a still image.

physical theatre (n)

a form of theatre which emphasizes the use of physical movement, as in dance and mime, for expression.

soundscape (n)

A soundscape is a series of sounds created by actors that create a setting or suggest a scene. Sounds could range from wind, to creaking boards, to laughter.

essence machine (n)

This is a movement sequence that distils and translates key features of the situation or events that have taken place.