

Dreams and Nightmares		
Week	Learning	Activities
Week 1 beginning 1 st June	<p><u>Nightmares</u></p> <p>Explore what a nightmare is and the features surrounding them</p> <p>Consider body language and facial expressions and justify decisions</p> <p>Develop knowledge of the dramatic technique of 'looping' and repetition</p>	<p>Read/listen to the instructional PowerPoint Resource</p> <ul style="list-style-type: none"> ✓ Task 1- Mind map nightmares and consider questions ✓ Task 2- Freeze frame annotation ✓ Task 3 – Scene overview with Looping
Week 2 beginning 8 th June	<p><u>Nightmares – Theatrical dance</u></p> <p>In this lesson we will be looking at Theatrical dance and characterisation within that. Students will learn the opening 10 counts of 8 to Thriller and apply characterisation and physicality to their performance.</p> <p>Three alternative written tasks also provided.</p>	<ul style="list-style-type: none"> ✓ Task 1- consider theatrical dance and music associated with nightmares ✓ Task 2 – Learn the first 4 counts of 8 to the opening of Thriller ✓ Task 3 – Learn the second section of the opening, the next 6 counts of 8 <p>Three alternative written tasks also provided.</p>
Week 3 beginning 15 th June	<p><u>Dreams and Ambitions</u></p> <p>In this lesson we are going to ambitions and dreams of success. We are also going to make connections to drama techniques and ways of creating non-naturalistic drama.</p>	<ul style="list-style-type: none"> ✓ Task 1- picture collage their individual ambition ✓ Task 2 – write or perform a script/scene of an interview featuring the ambition ✓ Task 3 – highlight the thought tracking and apply to task 2
Week 4 beginning 22 nd June	<p><u>Premonitions</u></p> <p>In this lesson you will explore the ideas of premonitions and what they might be, how they might affect you and choices that you make.</p>	<ul style="list-style-type: none"> ✓ Task 1- research, create a list of at least 5 facts/informative pieces that explore premonitions ✓ Task 2 – Write a monologue as the central character of the given scene and explore the premonition within it

		<p>Annotate the monologue – physical and vocal performance expressions. Alternatively, this can be performed.</p> <ul style="list-style-type: none"> ✓ Task 3 – Staging – make connections with lighting and sound designs and the monologue
<p>Week 5 beginning 29th June</p>	<p><u>Daydreams, Hallucinations and Illusions</u></p> <p>In this lesson you will be looking at the ideas and feelings behind daydreams, hallucinations and illusions. Make links with professional pieces of work and continue to consider non-naturalistic staging.</p>	<ul style="list-style-type: none"> ✓ Task 1- What are the three things labelled and consider what an 'Illucination' might be. Made up word, using parts of hallucination and illusion. Consider questions given ✓ Task 2 – Read first section of the script. Find key points within the action ✓ Task 3 – Read second section of script and make links to Direct Address. Write the direct address for the given scene.
<p>Week 6 beginning 6th July</p>	<p><u>Script work and characterisation</u></p> <p>In this lesson we will continue to explore the playscript and the non-naturalist features used within the professional piece.</p> <p>You will then use this to make decisions surrounding your characterisation choices.</p>	<ul style="list-style-type: none"> ✓ Task 1- Read the next section of the script and create a character profile for one of the choices of given characters ✓ Task 2 – Read final section of the script and perform. Self-assessing your characterisation ✓ Task 3 – Write a piece of direct address from the POV of the Doctor.
<p>Week 7 beginning 13th July</p>	<p><u>Creative Consolidation</u></p> <p>In this lesson you will consolidate the skills you have learned this time by creating an outcome of your choice.</p>	<p>Your outcome will be of your own choice</p> <ul style="list-style-type: none"> ✓ Task 1- create a missing scene, using some or all of the non-naturalist techniques explored throughout the term. This can be written, a series of freeze frames or practically created.