

Drama Knowledge Organiser Year 7- Ghost Stories		
	key word	definition
1	tension	The state of anxiety the audience feels because of a threat to a character in a play.
2	muliti-rolling	When an actor plays more than one character
3	suspense	A feeling of uncertainty as to the outcome, used to build interest and excitement on the part of the audience.
4	Cross-cutting	This involves changing back and forth between scenes or episodes of action.
5	role play	A scene with action and <i>dialogue</i> performed in character.
6	flashback	A moment during the action of a play when the natural flow of time is interrupted so that a moment from the past can be presented.
7	soundscape	Each individual might create a sound appropriate to accompany or introduce the scene. For example, one person might make sea sounds vocally while another imitates the cry of a seagull to suggest the seaside. Repeated words and phrases overlapping each other can also be used to suggest a location or to portray sounds in a character's head from a nightmare or series of flashbacks.
8	spontaneous improvisation	Making up a scene related to the stimulus with no time for preparation.
9	Suspension of disbelief	When an audience becomes emotionally invested in a story despite their sure knowledge that it is not actually happening.
10	Pathetic fallacy	Pathetic fallacy is giving human feelings to something non-human.
11	Jump scare	A technique intended to scare the audience by surprising them with an abrupt change in image or event, usually co-occurring with a loud, jarring sound.
12	blocking	The process of arranging moves to be made by the actors during the play, recorded by stage management in the prompt script.
13	realism	Realism in theatre describes a decision by the creative team to present the audience with an accurate depiction of the real world, rather than a stylised interpretation.
14	corpsing	An actor who collapses into uncontrollable laughter during a rehearsal or performance is said to be corpsing.
15	characterisation	How an actor uses body, voice, and thought to develop and portray a character.