GRADE ONE THEATRE CURRICULUM Module 2: Beginning, Middle and End

Enduring Understanding

Stories in Action: Stories have a beginning, a middle and an end.

Essential Question

Why do stories need a beginning, a middle and an end?

Domain	Process	Standard	
PERCEPTION	Observing/ Responding	1.2 Observe and describe the traits of a character.	
		2.1 Demonstrate skills in pantomime, tableau and improvisation.	
CREATION	Role Playing/ Acting	2.2 Dramatize or improvise familiar simple stories from classroom literature or life experiences, incorporating plot (beginning, middle and end) and using a tableau or a pantomime.	
CONTEXT	Organizing	5.2 Demonstrate the ability to work cooperatively in presenting a tableau, an improvisation, or a pantomime.	
	Connecting to the Community	5.1 Apply the theatrical concept of beginning, middle, and end to other content areas.	

Essential standards and **supporting standards** to be assessed.

Sample Performance Task

1. Working with a group, use <u>tableau</u> to present the beginning, middle or end of a story that you know. Use <u>pantomime</u> and <u>improvisation</u> to bring the tableau to life.

Sample SCORING TOOL:

Quuii	1. Artistic Perception	2. Creative Expressi on Grade 1 Standard 2.2, 2.1	3.Historical / Cultural Context	4.Aesthetic Valuing	5.Connections, Relationships, Applications
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4 Advan ced	Presents the beginning , middle or end of a story with clear details using tableau Creativel y shows character s and setting using pantomim e and improvisa tion		
3 Profici ent	Presents the beginning , middle or end of a story using tableau Shows character s and setting using pantomim e and improvisa tion		
2 Partial ly Profici ent	Attempts to present the beginning , middle or end of a story Sometim es shows character		

	s and setting using pantomim e and improvisa tion.		
Not Profici ent	Unclear presenta tion of the beginning , middle or end of a story using tableau		
	Does not show character s and setting using pantomim e and improvisa tion		

Developing Concepts

A character is created using body, voice and imagination.

Key Ideas:

- Actors watch and copy different physical movements of a variety of people and animals when creating characters.
- Actors listen to different types of voices and change their voices to copy the sounds when creating characters.
- Actors create believable characters based on observations.
- Actors stay in character while performing.

Knowledge	Skills	
Vocabulary	Observation	

- Character
- Observation
- Gesture

- Watch walks, gestures and facial expressions of different people
- Watch the ways animals move and do common activities
- Notice the way people and animals react to emotional situations

Character Development

- Change your body and voice to become a different character
- Develop gestures to fit the characters
- React to situations as the character would
- Remain in character at all times

Objects can be characters and can be played by actors.

Key Idea:

• Actors give human qualities to an object by using actors' tools.

Knowledge

Vocabulary

- Personality
- Inanimate objects
- Personification

Skills

Character Development

- Change your body and voice to become different inanimate objects
- Develop gestures to fit the object characters
- React to situations as the object would
- Establish a personality type for the object character
- Remain in character at all

	times			
Improvisation is performing without a script.				
Key Ideas:				
 An actor's goal is to achieve the character's objective. Actors listen and respond to other performers. 				
Knowledge	Skills			
Vocabulary	Cooperation			
 Improvisation Objective Listen Respond/React 	 Listen and watch other actors to create a scene together React appropriately to others in the group Improvisation Respond in the positive - don't deny a fact Strive to achieve your objective immediately Use different ways to get your objective 			
Every story has a plot (beginning, middle and end).				
Key Ideas:				
 Actors follow the plot sequence to dramatize a story. An interesting plot includes problems and solutions. 				
Knowledge	Skills			
Vocabulary	Sequencing			

- Plot
- Sequence
- Problem
- Solution

- Find the beginning, middle and end of a story
- Identify problems and solutions

Improvising

- Dramatize plot: beginning, middle and end
- Establish problems and find ways to solve them

Tableau(x) can be used to dramatize a story.

Key Ideas:

- Actors can become part of a tableau, either as a person, an object, a part of an object, or even an idea.
- Actors show sound without making sounds using tableau(x).
- Actors show frozen motion without actually moving using tableau(x).
- Actors use tableau(x) to help an audience see the story.

Knowledge

Vocabulary

- Tableau(x)
- Levels: high, medium, low
- Cue

Skills

Tableau

- Demonstrate levels and depth in tableau
- Participate in a tableau as a person, a thing, part of a thing, or an idea (like a feeling)
- Follow cues to create tableaux with a partner or group
- Hold still and focus for your part in a tableau
- Choose a point in a story to create a tableau with a partner or a small group

Improvisation and pantomime can be used to bring tableau(x) to life.

Key Ideas:

- Actors enact a scene by unfreezing and responding to one another.
- Actors perform a scene as believable characters in a specific setting.

Knowledge

Vocabulary

- <u>Improvisation</u>
- <u>Pantomime</u>
- Scene
- Character
- Setting

Skills

Bringing Stories to Life

- Physicalize a character
- Use voice to create dialogue
- Interact with other actors
- Maintain focus on scene