Curriculum for Excellence - Drama Early Level

	Experiences and Outcomes for planning learning, teaching and assessment	Benchmarks to support practitioners' professional judgement
Drama	 I have the freedom to choose and explore how I can use my voice, movement, and expression in role play and drama. EXA 0-12a Inspired by a range of stimuli, I can express and communicate my ideas, thoughts and feelings through drama. EXA 0-13a I use drama to explore real and imaginary situations, helping me to understand my world. EXA 0-14a I can respond to the experience of drama by discussing my thoughts and feelings. I can give and accept constructive comment on my own and others' work. EXA 0-15a I have experienced the energy and excitement of presenting/performing for audiences and being part of an audience for other people's presentations/performances. EXA 0-10a / EXA 2-01a 	 Takes on a role within a play or dramatised situation, for example, a puppet show, a real or imagined situation, re-enactment of a story or traditional tale. Communicates ideas and feelings using aspects of voice, such as volume, expression and clarity. Communicates ideas and feelings using movement, for example, through body language, gestures, actions and posture. Communicates ideas and feelings using facial expressions, for example, to show happy, sad, surprised, angry, scared. Conveys through drama what characters in real or imaginary situations might say, do or feel, for example, being upset about losing a toy, what a character in a well-known fairy tale might say or how they might feel. Communicates their ideas through improvised drama i.e. making it up as they go along. Shares thoughts and feelings about drama experiences, for example, during a discussion about characters or events in a drama, giving reasons for likes and dislikes. Shares views and listens appropriately to the views of others on their own or others' work.

Perth & Kinross Council Expressive Arts Framework - Drama Early Level

CREATING	CREATING		
Intended Learning	Suggested Learning Activities	Suggested Success Criteria/Assessment	Suggested Resources
 We are learning- to express emotions through verbal and non-verbal communication to use imagination to be different characters 	 Explore the idea of character profiles Explore emotions and characters through verbal and non-verbal communication e.g. volume and facial expressions Explore different ways of moving to convey meaning and emotions in a variety of contexts e.g. stomping feet for angry dinosaur, arms folded for grumpy giant, waving arms for cheering. Explore different voices to portray characters 	 I can- speak quietly and loudly use my face and voice to show feelings and emotions use my body to act out how a character feels pretend to be a character in a real- life or imaginary situation speak in role as a character show my imagination through what I say and do 	StimulusPicturesPoemsFilm/music clips – youtubeClassical100.orgArtworkVarious props e.g. Hugeset of keys, wicker basket,Shoe for CinderellaDressing-Up ClothesBooks
 to use different forms of stimuli 	Use a variety of resources (e.g. puppets, costumes and props) to create and recreate imaginary situations e.g. use a puppet to be the narrator.	 respond to different stimuli use props and costumes to bring a story/character to life 	Play Time Julia Donaldson Stage Start – 20 Plays for Children

	Use a variety of drama activities (e.g. role play, recreating stories and rhymes) to create and recreate imaginary situations e.g. add own ideas to change the ending of a story or what might happen next?	 use my voice and body to show the events in a story or song take turns, listen to others, and share my ideas when working with peers Julie Meighan The Dramatic Difference Brown and S. Pleyden Improve Your Primari School Through Dram R. Dickinson, J. Neela 	ll y na ands
 to act out imaginary and real life situations to use props and costumes 	 Explore a variety of ways to interpret and create a response to a given stimuli e.g. picture, artefacts, film clip, poem. E.g. picture of a mode of transport- discuss what's it used for, what is it made of, how fast it goes, where might it go and make up a character who might use it. Bring a picture to life which could include simple speaking parts. Explore what could happen next in a story e.g. "What if the three bears come home when Goldilocks is eating the porridge?" Respond verbally and non-verbally to a variety of stimuli e.g. stories, rhymes, props and costumes. Explore pretend activities and real life themes, situations and stories through imaginative play e.g. café, post office, vet. 	 use my imagination to suggest ideas interact with others in imaginary situations join in with songs, rhymes and stories use costumes and props to bring my work to life 	lbook

Intended Learning	Suggested Learning Activities	Suggested Success Criteria	Suggested Resources
 We are learning - to show awareness of an audience to communicate with an audience to be a good audience member 	Discuss and explore what makes a good performance e.g. speaking in a clear voice/facing the audience – try telling jokes Discuss and explore what makes a good audience member e.g. knowing when to be quiet and when to respond/join in Practise taking turns in speaking and knowing when to stay silent Experiment with using a microphone and how it affects our performance	 I can- perform with confidence perform in a relaxed manner speak loudly and clearly face my audience when performing know when it is my turn to speak use eye contact show respect towards performers 	Masks Microphone app Small World - miniature farm toys and doll's house etc Mini-stage Puppets Fabrics/materials Various props e.g. <u>Books</u> <u>The Huge Bag of Worries</u> Virginia Ironside
 to bring a character to life to use props and costumes 	Perform a short song or familiar story/nursery rhyme and begin to include actions Talk as a character in a hot-seat Take on a role and present to an audience using actions/expressions e.g. Big Bad Wolf or Giant	 remember words in a poem/story/song add actions to my work use my voice with expression to show how a character feels use facial expressions to show how a character feels 	

	Use props and costumes to enhance a performance or character Use a prop to introduce a story/generate ideas e.g. Cinderella's slipper – who might it belong to?	 use body language to show how a character feels speak as a character in a story act out simple roles recognise well known characters problem solve in a drama scenario use props and/or costumes effectively copy a movement demonstrated by the teacher or peers
- to use spaces safely and effectively	 Move around working spaces safely in a variety of different ways e.g. funny walks, animal movements, giants, fairies. Play a variety of drama games e.g What's the time Mr Wolf? Cat and mouse Fruit Salad- vocabulary can be changed to suit different topics 	 respond to a given action or instruction be safe when working in a space

ntended Learning	Suggested Learning Activities	Suggested success Criteria/Assessment	Suggested Resources
We are learning-		l can-	Video recording – ipad
• to be a good audience member	Discuss and demonstrate what makes a good audience member e.g. knowing when to be quiet and when to respond/join in/clap after the performance. Express their likes and dislikes of live/recorded performances trying to give reasons for their answers.	 be a respectful member of an audience be responsive to a performance tell the presenters what I liked/enjoyed and why describe how I feel when watching a performance 	Photographs
• to use feedback to improve performance	 Discuss what was good about a performance and how it could be improved (their own and others work.) Use a variety of ways to generate feedback e.g. AiFL techniques. Create a simple visual chart for performance evaluation. Encourage turn taking, co-operation and sharing. Video/photograph group activities to review, discuss and improve work. 	 offer ideas to others give and accept others' feedback on my work use feedback to improve my work use the performance chart to help me improve my work 	