<u>Curriculum for Excellence - Drama First Level</u>

	Experiences and Outcomes for planning learning, teaching and assessment	Benchmarks to support practitioners' professional judgement
Drama	learning, teaching and assessment I enjoy creating, choosing and accepting roles, using movement, expression and voice. EXA 1-12a Inspired by a range of stimuli, I can express my ideas, thoughts and feelings through drama. EXA 1-13a I have developed confidence and skills in creating and presenting drama which explores real and imaginary situations, using improvisation and script. EXA 1-14a 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 1-15a I have experienced the energy and excitement	 Creates, chooses and takes on a role within a drama such as a real or imagined situation, re-enactment of a story, a traditional tale. Uses voice, considering use of volume, expression, clarity and pace to convey a character. Uses movement in roles, conveying a character through gestures, actions and posture. Uses expression in role, conveying a character through body language, for example, facial expression. Creates a short drama using improvisation, from a given stimulus, and working collaboratively. Shows understanding of how to work from a script by acting or speaking at the appropriate time, for example, in a nativity play, a sound story or a poem. Contributes towards the development of a drama, for example, by
	of presenting/performing for audiences and being part of an audience for other people's presentations/performances. EXA 0-01a / EXA 1-01a / EXA 2-01a	discussing aspects such as character, performance, or script, for example, what a character in a well-known story might say to another. Shares views and listens appropriately to the views of others about what works well and what could be improved in their own and others' work, using some drama vocabulary.

<u>Perth & Kinross Council Expressive Arts Framework – Drama First Level</u>

CREATING			
Intended Learning	Suggested Learning Activities	Suggested Success Criteria/Assessment	Suggested Resources
We are learning –		l can -	
we are learning –		i can -	
 to use voice and body to express emotions 	Copy and develop voice or movement demonstrated by teacher or peers e.g. using a gruff tone of voice and thudding	 demonstrate a range of facial expressions 	http://slideplayer.com/sli de/11504158
	feet for crossing the bridge as a troll.	- use my voice in different ways	http://www.bbc.co.uk/sch
	Explore the use of verbal and non-verbal communication to convey emotion, situation and ideas e.g. a range of facial	 use my voice and facial expressions to convey feelings and experiences 	ools/gcsebitesize/drama/e xploring/drama mediumr ev6.shtml
	expressions or excited, fast speaking voice for finding treasure.	 demonstrate a range of different movements to show emotions 	Little Red Riding Hood, Jack and the Beanstalk by
	Experiment with using the voice in different ways to suit an activity e.g.		Mara Alperin
	changing pace, pitch, volume, tone.		Mad about Dinosaurs, Rumble in the Jungle, etc by Giles Andreae
to create and develop charactersto develop a story	Explore mime, movement, voice and expression to create, develop and sustain a role.	 use voice and movement which can best portray the character use an appropriate voice and facial 	Twinkle Christmas mime game cards
	Create new and imaginative characters within a dramatic piece of work.	expressions when in role as a character	Twinkle Resources Mime differentiated role play

	Explore a range of situations to create characters – both real and imaginary e.g. climate change or a haunted house.	 use improvised and scripted language appropriate to the role or character 	challenge cards
	Take on the role of a character in hotseat – individually or in a group.	 add details when creating a character 	Carnival of the Animals by Saint-Saëns
	Explore and create movement, sound and language through the world of make-believe and familiar characters.	 describe and/or write how a character might look or act 	
	Continue to develop character profiling skills from stories, e.g. role-on-the-wall –	- stay in role and interact with a main character	
	to find out more about the character. Suggest ideas to solve a simple problem	- describe what a character would do to solve a problem	
	in a story or in an imaginative situation e.g. how to escape off a desert island.	 contribute an idea to help solve a simple drama problem 	
to use a variety of different stimuli	Interpret and react to a variety of stimuli, e.g. posters, pictures, audio-visual clips, piece of music, animation, costumes, props, puppets, fabrics.	 respond sensitively and responsibly to a range of stimuli stay in role when interacting with other characters 	
	Explore and create voices for puppets and sustain that voice to stay in character.	other characters	
• to improvise	Create different/alternative endings to well-known stories	 end a story in an interesting, unexpected or expressive way 	
	Explore real and imaginary situations	- work as part of a group to create a	

Improvise a story with so known characters Give the class the first lit which they then developed Explore techniques such sculpting, call and respect to create a piece of work. • to create a simple Enter the world of make	copying line of a story op. ch as modelling or lonse, "copy me" ork. se believe by - work individually or collaboratively
·	
changing body language expressions to suit choi e.g. become a sea creat character – superhero. Use imagination to role something in a still-imaguage and key words Explore how well-know characters move and ta use tag lines such as "I'l and I'll blow your house porridge is too hot/ too	respond imaginatively in role-play situations - use an appropriate voice and facial expressions, body ds. - use an appropriate voice and facial expressions when in role as a character - use an appropriate voice and facial expressions when in role as a character - use an appropriate voice and facial expressions when in role as a character - use an appropriate voice and facial expressions when in role as a character
to use mime Explore a range of facia gestures, posture, move language through mime Explore the use of mime	vement and body e mime a character

• to hot-seat	 without any background sound to a piece of music/sound effects or soundtrack to sounds created by themselves Respond to music to show how different animals move e.g. Saint-Saens, Carnival of the Animals Pretend to be a character and answer questions from the audience e.g. Captain Hook – How did you lose your hand? Why do you not like Peter? A vet – What animals do you help the most? When did you decide you wanted to be a vet? 	 use clear actions/gestures use a range of facial expressions use my body to move like different animals respond in character to questions from the audience provide more detailed answers in response to questions from the audience 	
• to use teacher-in- role	Respond to teacher in role, e.g. teacher as the castle cook, pupils as servant, Victorian school/army sergeant Pupils can take turns to be the lead role.	 interact appropriately with teacher/peers when in role suggest different scenarios for teacher-in-role 	
to work from a script	Use a script extract with 2-4 characters. Teacher first reads through the script, modelling characters voices, tone, pace etc. for the children to repeat. Pupils should work in groups to cast the characters within their group (or with	 follow the script/story listen for cues and know when to speak listen to cues and know when to 	

	teacher support.) Allow time for pupils to rehearse the lines independently. Perform their extract to the rest of the class.	respond/move/exit/enter - learn the lines of a simple script - demonstrate a range of drama techniques to improve a piece of work	
PRESENTING			
Intended Learning	Suggested Learning Activities	Suggested Success Criteria	Suggested Resources
to develop presentation skills	Use and memorise scripts to rehearse and present drama to an audience. Explore a range of vocal dynamics in activities to express the feelings or emotions of a character.	 remember my lines from the script sustain a character role throughout a performance use voice and movement 	Props Costumes Rubric for assessment
	Explore the use of movement skills to enhance characterisation. Develop presentation skills with an emphasis on volume and a variety of vocal expressions. Re-enact a short story or situation described by teacher or pupil. Explore different ways of presenting e.g. in pairs, a group, on a stage, etc.	 appropriately while in role express thoughts and feelings of a character with increasing confidence capture the attention of the audience make myself be heard and understood by the audience position myself so I can be seen by an audience. present my own work to an audience 	

use sound effects use technology	Explore sound effects to enhance performances e.g. use body/vocal/instrumental sounds to create footsteps/rain etc. Explore the use of sound effects or a piece of music to represent a character which is played each time the character enters/exits. Use technology to record sound effects for a piece of drama e.g. ipad or sound/video recorder Film performances using ipad or video recordings as a means of peer/self-evaluation of performances.	 experiment with different materials to create sound effects add sound effects to enhance characters, events and places create or choose appropriate sounds to match the story or character record and play back sound effects at the correct time use a form of video recorder 	
EVALUATING AND APPR	RECIATING		
Intended Learning	Suggested Learning Activities	Suggested success Criteria/Assessment	Suggested Resources
We are learning -		I can-	
• 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	 be a respectful member of an audience be responsive to a performance respond appropriately during a live 	

		performance
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 range of words and expressions to convey thoughts and feelings
	Use a variety of ways to generate feedback e.g. AiFL techniques.	- accept and respect the opinions of others
	Create a visual chart for performance evaluation .	- give and accept feedback regarding their own and others' work
	Express their likes and dislikes of live/recorded performances giving	- use feedback to improve my work
	reasons for their answers. Encourage turn taking, co-operation and	 use the performance chart to help me improve my work
	sharing.	
	Observe, reflect on and understand the work of others.	
• use technology	Take photographs and film audio or visual activities/presentations to evaluate and reflect on drama work.	 use photos/recordings to help assess my own and others' work