

Name:

Date:

Movement Demonstration Performance

Task: In groups of 3-4 students, create a performance that utilizes **3 types of stage directions** (stage crosses AND body position) and **2 types of stage actions**. Stage directions can be found on the yellow worksheet (example: downstage left, full front position). Stage actions describe specific movements and will be randomly chosen. Use your stage directions and actions to create a 3 minute story.

**No narrators may be used for this performance. Everyone must play a character.*

Names of group members:

Directions:

1. **Pick:** You'll be given 2 random stage actions. Your performance **MUST** include these two actions.

Write your stage actions below. Then **SUMMARIZE** the paragraph description in your own words.

1.

2.

2. **Plan:** Fill out the following information. Write in complete sentences and provide details.

Summary: What is this performance about?

Setting: Where and when is the scene happening?

Characters: List the characters and provide a brief description. Circle the character **YOU** will play.

1.

2.

3.

4.

Plot: What events will happen in this scene? Outline the story. Circle where your stage actions take place.

Exposition -

Rising Action -

Climax -

Falling Action -

Resolution -

Conflict: What types of conflict are in this scene? Describe them.

Character vs. _____ -

Character vs. _____ -

3. **Practice:** When you have finished planning your scene, it is time to practice. **As a group, go through each part of the performance VERY slowly. Be careful when first trying your stage actions.**

Think carefully about each action YOU must perform. Are your movements very clear and obvious to the audience? Remember if your actions aren't believable, then the group's performance won't be either. Practice the scene (from beginning to end) MANY times.

As you plan the specific movements of your performance, add your 3 stage directions.

Stage Directions: Outline your 3 stage directions (crosses and positions) below:

1. When _____ (event), _____ (character) will move to _____ (location on stage) and stand in a _____ position.
2. When _____ (event), _____ (character) will move to _____ (location on stage) and stand in a _____ position.
3. When _____ (event), _____ (character) will move to _____ (location on stage) and stand in a _____ position.

4. **Present:** When it is your time to present, turn in your planning sheet and walk on stage. Begin with your introduction, take a deep breath, and then start your performance. Take your time and give full attention to each step and detail. When finished, pause for a moment and take a bow!

Introduction: Write the intro your group will give before your performance.
(Tell us your names, characters, setting, and the story dice symbols you chose.)

Rubric: This is how you will be graded.

1. Completed planning sheet turned in	1	2	3	4	5
2. Performance clearly practiced and prepared	1	2	3	4	5
3. Contains 2 stage actions and 3 stage directions.	1	2	3	4	5
4. Focused was maintained (didn't "break" character)	1	2	3	4	5
5. Appropriate length (approx. three minutes)	1	2	3	4	5
6. Respectful during other performances	1	2	3	4	5
TOTAL:	/ 30				

Stage Actions:

Fighting: Tense your body muscles like you would in an actual fight, but don't use any real strength against your fellow actor. To throw a punch, aim in front of your opponent's chin. The punch should pass in front of their face, never actually making contact or even getting close. The person being punch can hit themselves on the chest or thigh when the hit would land; this will make a noise and help the punch sound real.

Practice your fight many times at a slow speed until both performers are comfortable. You should both agree on each specific movements and know EXACTLY what your opponent is doing. The movements should be the same each time. Eventually, slowly increase the speed of your movements to make your fight look more realistic.

Shooting: We will be using toy guns in this class. The shooter should be slightly downstage of the victim. The two actors should be several feet apart and the shooter should pause briefly before firing the gun. This gives the victim, as well as the audience, time to prepare. The shooter should raise the gun slightly after firing to demonstrate the recoil, this also tells the victim when they are hit. This needs to be carefully practiced to look believable. When the victim is shot, they should turn their body upstage away from the audience.

Stabbing: Stabbing with a knife usually should be covered or masked. For example, you can stab someone behind furniture to conceal it to the audience. If this is not possible, the stabbing should be covered with the victim's body. Right before the knife meets the victim's body, turn it away from the audience. Then immediately after you remove the knife, wipe it off on your clothes or remove it from the scene. Do this otherwise the audience will be confused because there is no blood.

Dying: A person who is shot, stabbed, or dying will tense their body and have deep, short breaths. If there is a wound, cover it with your hands and lean over in that direction. The dying actor can sway side to side or struggle to walk. Eventually they should fall downstage towards the audience. This way, the audience will not see if they put out a hand to catch themselves. Any last words spoken by the actor should be broken into phrases and said with great effort. Remember to speak loud enough for the audience to hear you.

Falling: The secret to falling on stage (fainting, shooting, stabbing, etc.) is to keep relaxed. Falls are only dangerous if the muscles are tight and the body is stiff. Break your falls a little at time. Do this and it will seem natural. When you fall, land on your knees, then your hips, and then your shoulder. Throw your arms into the air and use them to protect your head. Fall with your head downstage, facing towards the audience. Practice the fall slowly, using each part of your body to soften the blow. Slowly increase the speed. You should be able to do this multiple times without causing any harm to your body.

Slap: Like a punch, you will not actually make contact with the actors face. Move your hand in front of the victim's chin. As the hand passes their face, the victim will clap their hands and imitate the slapping sound. Start by practicing this slowly to make sure the timing is correctly. Gradually increase the speed as actors are more comfortable.

Telephoning: This is a very common action for performers. When talking on the phone, hold it with your upstage hand and be sure the phone is not actually covering your mouth. As you talk, think of the conversation that you are hearing. Work on timing so that your listening pauses are neither too short to be ridiculous, nor too long to be boring. Remember to hang up the phone when you are finished.

Opening / Closing Doors: When entering or exiting through a door, try to keep your body facing downstage as much as possible. The hinges on the door should be facing upstage, away from the audience. If possible, try to close the door with the same hand you used to open it. Always close the door when you enter or exit, otherwise the audience will be confused and distracted.