

Year 8- Drama- Cycle 1	Week 2 – Creating Comedy	Week 4 – Pantalone and Pedrolino
<p>Key vocabulary/content/ideas</p> <ul style="list-style-type: none"> ● Commedia Dell’Arte – a genre of theatre linked to being the origins of comedy in theatre. It’s literal translation is “comedy of the arts” and began in Italy in the 1500’s. ● Grammelot – speaking in a made up language. This was a technique created by commedia to ensure the travelling troupe of actors didn’t need to rely on language barriers when travelling to different countries ● Stock character –characters which had specific personality traits and movements. Usually based on a stereotype. 	<ul style="list-style-type: none"> ● Status – the importance or social standing. In commedia, status was a way to create comedy, Perhaps a low status character like a servant might frustrate a high status character like a master. The master/servant relationship was a key way to embed comedy. ● Exaggeration – Using large physical skills. You can use the 7 levels of tension, a technique created by Jacques Lecoq where you experience complete relaxation to complete tension in the body. ● Clocking – looking at the audience and making them feel involved in the action. It is a way to develop audience engagement. ● Clowing – performers who use acrobatics and comedy situations to build suspense. 	<p>Pantalone is a stock character who has high status (a master). They are typically obsessed with food and money (greedy).</p> <ul style="list-style-type: none"> • Suspicious and looks down on servants • Tight with money and mean • Grumpy and old • Thinks he knows better than everyone else • Hunched over and squawks commands at people (like a chicken) <p>Pedrolino is a stock character who has low status (servant). He typically works for Pantalone and often gets it wrong.</p> <ul style="list-style-type: none"> • Dim, forgetful and doesn’t understand things • Always wanting to please their master • Always given the least enjoyable jobs to do • Walks in straight short lines and hands ‘flap to show nervousness
Week 6 – Harlequin and Columbina	Week 8 – Il Dottore and Capitano	Week 10 - Structure
<p>Harlequin is a stock character who has low status (a servant). He acts like a court jester.</p> <ul style="list-style-type: none"> • Not too bright • Is mischievous and loves to play tricks • Uses acrobatics to get out of sticky situations • Always embellishes moves, why do a handshake when you can add a cartwheel? <p>Columbina is a stock character who has low status (a servant). She is the most intelligent of the servants.</p> <ul style="list-style-type: none"> • The only female servant character • Harlequin’s female opposite • Charming and intelligent, good at manipulation • Has opinions and thoughts about everything • She walks quickly, and has a little flick of the foot when she stops 	<p>Il Dottore is a stock character who has high status (a master). He claims to have travelled the world and thinks a lot of himself.</p> <ul style="list-style-type: none"> • Extremely fat and weathly know-it-all • Likes the sound of his own voice • Has no real common sense and is often wrong • He waddles with his belly leading the way <p>Capitano is a stock character who has high status (a master). He is actually a big scaredy cat.</p> <ul style="list-style-type: none"> • He has a huge ego and brags a lot • He is arrogant and likes everyone to think that he is brave and strong in battle • Is in fact a coward, jumps at noises and is scared of everything • He stands with a wide stance, with his hands on his hips and checks people are watching him 	<ul style="list-style-type: none"> ● A commedia performance often included short rehearsed scenes called lazzi’s. ● A modern equivalent of a lazzi is a sketch within a comedy show. Short scenes which are filled with comedy techniques. ● Physical skills (facial expressions, body language, gestures, levels, eye contact, posture, interaction with others) ● Vocal skills (pitch, pace, pause, tone, emphasis, volume) <p>Lazzi structure</p> <ul style="list-style-type: none"> • A clear entrance for your character • A problem in the scene • Attempts to fix the problem • Attempts go wrong • Scene ends (might be fixed, might not be fixed) • Ending the scene with an exit