



thinking space

DRAMATIC DEVICES

WHAT IS IT?

Theatre conventions such as Tableaux (or freeze frame), Thought Tracking, Flash Back / Flash Forward, Role Play, Narration, Soundscape, Forum Theatre, Mime, and Montage are all theatrical devices that have wider applications across the curriculum for exploring concepts, issues and individual perspectives.

There are many excellent books and web resources which offer guidance on how to implement these techniques in the classroom (see 'Find out More' section). This tool suggests possible applications of these strategies for non-drama practitioners.

RECIPE

- **No. of participants:** 5 – 30
- **Age of participants:** Suitable for any age
- **Preparation time:** 5 – 10 minutes thinking time.
- **Delivery time:** 10 minutes – 2 hours
- **Materials:** These techniques can be used without any additional materials, but if you like, you can introduce elements of costume and prop.

HOW DOES IT WORK?

Maths: Try using TABLEAUX as a tool to explore abstract concepts such as infinity, multiplication or number (see 'Concept Building' Tool).

Religious Studies: You might use THOUGHT TRACKING in conjunction with TABLEAUX to tease out the personal views of different believers.

Humanities: In history lessons FLASH BACK / FLASH FORWARD can help students sequence events and reflect on causes and consequences.

Science: ROLE PLAY can be used in science to explore the social, political and ethical dimensions of issues such as animal experimentation, data protection, technological advancements and research on human participants.

HOW DOES IT WORK? (cont.)

Enquiry Journeys

Languages: NARRATION can be used in conjunction with ROLE PLAY in languages to translate or explore role play exchanges.

Art: SOUNDSCAPE can be used in art to explore the mood and meaning of visual art in non verbal ways.

PHSCE: FORUM THEATRE can empower learners exploring moral dilemmas or personal social and political issues.

PE: MIME can be used to explore movement and technique in PE.

Technology: MONTAGE can be used to explore and communicate the various elements of a design brief.

FIND OUT MORE

- 'Learning to Teach Drama' 11-18 By Andy Kempe
- 'Games for Actors and Non Actors' By Augusto Boal
- Drama with Children (Resource Books for Teachers) By Sarah Philips
- Role Play (Resource Books for Teachers) By Gillian Porter Ladousse
- See 'Concept Building' Tool.

YOUR NOTES...

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