

## HOLY TRINITY

## Secondary Drama Vocabulary

Year 7	Year 8	Year 9	Year 10	Year 11
Respect	Soap Opera	Grooming	Lighting design	Genre
Expectations	Melodrama	Online Safety	Intensity/strength	Structure
Neutral Position	Roleplay	Devising	Focus	Character
Trust	Improvisation	Sensitivity	Angle	Interpretation
Communication	Curfew	Stimulus	Special effects	Function
Teamwork	Action	Abstract	Colour	Extract
Leader	Reaction	Non Naturalistic	Types of lantern	Form
Equality	Script	Repetition	Sound design	Style
Freeze Frame	Set	Mime	Music	Language
Facial Expression	Props	Choral Movement	Sound effects	Dialogue
Body Language	Role	Choral Speaking	Live sounds	Stage directions
Audience	Cast	Cross Cutting	Recorded sounds	Performance
Conscience	Character	Dramatic Irony	Volume	conventions
Influence	Spontaneous	Surround Sound	Reverb/echo	Performance space
Volume	Improvisation	Non Chronological	Sound sources	Spatial relationships
Tone	Rehearsal	Staging Layouts	Amplification	Impact
Infer	Argument	Proscenium Arch	Backdrop	Proscenium arch
Inferences	Props	Theatre in the Round	Cyclorama	Theatre in round
Back Story	Cross Cutting	Traverse Stage	Set dressing	Traverse
Devise	Split Scene	Thrust Stage	Props	Thrust
Thought Tracking	Multi Role	Entrances	Furniture	Scene
Role Play	Timing	Exits	Use of space	Relationships
Improvisation	Body Language	Performance Space	Entrances	Performer
Staging	Facial Expression	Advantages	Exits	Audience
Stage Lights	Voice Expression	Disadvantages	Sight lines	Lighting
House Lights	Movement	Flexible Staging	Multi-roling	Sound
Wings	Posture			Set

	Ctrusture	Dia aly havy The atva	Educational	Oc attures a
Soundscape	Structure	Black box Theatre	Educational	Costume
Pace	Planning	Promenade Theatre	information	Vocal
Tension	Chaos	Accent	Direct address	Physical
Imagery	Content	Dialect	Narrator	Interpretation
Sequence	Script Writing	Tension	Message	Character.
Pause	Casting	Pace	Audience	Interaction
Positioning	Curtains	Pause	participation.	Vocal skills
Blocking	Red Cross Rule	Subtext	Movement	Movement skills
Melodrama	Evaluate	Breathing	Gesture	Designer
Characters	Clocking	Imitate	Body language	Creation
Hero	Spatial Awareness	Costume design	Ensemble	Mood
Villain	Illusion	Materials	Mime	Atmosphere
Side Kick	Routine	Fabrics	Status	Director
Damsel in Distress	Clock on	Garments	Proximity	Performance
Exaggerated Acting	Clock off	Hairstyles	Physicalising	conventions Spatial
Exaggerated Voice	Focus	Wigs	emotional states.	relationships
Cliff Hanger	Spotlight	Make-up	Song	Reaction
Plot	Scenario	Accessories	Dialogue	Response
Script	Infer	Colour	Dance	Individual
Directing	Positioning	Pattern.	Monologue	Audience.
Narration	Intention	target audience	Humour	
Voice Over	Subtext	topic	Chorus.	
Cue Lines	Stance			
Characterisation	Gesture			
Accuracy	Sarcasm			
Transition	Direct Address			
Rehearsal	Mime			
Posture	Alternative			
Reportage	Dialogue			
Improvise	Relationships			
Improvisation	Stage Directions			
Spontaneous	Location			
Repetitive	Social Class			
Unison	Imitate			

Boundaries	Non-Verbal		
Concentration	Musical Theatre		
Observation	Actor gaze		
Resilience			
Physical Theatre			
Balance			
Flexibility			
Creativity			
Imagination			
Support			
Scenery			
Personification			
Rumour			
Gossip			
Suspense			
Mime			
Blackout			
Abstract Theatre			
Surround Sound			
Genre			
Accents			
Dialects			
Set			
Costumes			
Illusion			
Stage Combat			