2nd Semester

1/7 – 1/10

Week 1 Tuesday

**“Freeze”-** A verbal command given by the director to stop the dialogue and movement in a scene.

**Mannerism**- unconscious habits or peculiarities.

**Week 1 Wednesday**

**Analyze**- To study carefully or examine critically.

**Spectacle**- All visual elements of production, such as scenery, properties, lighting, costumes, makeup, stage movement, and dance.

Week 1 Thursday

**Motif -** an idea, object, or concept that repeats itself throughout a text.

**Cast -** The list of characters in a play and the actors who play them.

Week 1 Friday

**Allegory** - a story, poem, or picture that can be interpreted to reveal a hidden meaning, typically a moral or political one.

**Symbolism** - is the use of symbols to signify ideas and qualities, by giving them symbolic meanings.

**1/13-1/17**

**Week 2 Monday**

**Anthropomorphism** - The attribution of human characteristics or behavior to a god, animal, or object.

**Dramatic irony**-irony that is inherent in speeches or situation of drama and is understood by the audience but not grasped by the characters in the play

**Week 2 Tuesday**

**The Fourth Wall** - An invisible dividing “wall” between the stage and audience. Actors will sometimes “break the fourth wall” and interact directly to the audience.

**Aside** - a remark or passage in a play that is intended to be heard by the audience but unheard by the other characters in the play.

**Week 2 Wednesday**

**Choreographer -** Devises and rehearses the dance routines, following the concept laid down by the Director.

**Director**- a person who supervises the actors, camera crew, and other staff for a movie, play, television program, or similar production.

**Week 2 Thursday**

**Act**- major division of a play

**Tragedy**- a play that deals with a serious situation in a serious way. The protagonist dies or is defeated.

**1/21-1/24**

**Week 3 Tuesday**

**Melodrama**- an exaggerated, fast-moving play in which action is more important than characterization.

**Cues**- The dialogue, sounds, movement or business signaling an actor or technician to respond as rehearsed.

**Week 3 Wednesday**

**Stage business** - refers to the small movement - combing hair, sipping tea, tapping pencil, etc.

**Stage**- The area where the players perform; usually a raised platform.

Week 3 Thursday

**hero's journey** - is the common template that involves a hero who goes on an adventure, and in a decisive crisis wins a victory, and then comes home changed or transformed.

**Beat -** holding for 1 second=1 beat.

Week 3 Friday

1. **Proscenium stage**- a four side stage built like a box with one side cut away, enabling the audience to view the play as if it were in a picture frame.
2. **Grand drape**- the draperies covering the proscenium opening, separating the audience from the stage.

1/27-1/31

Week 4 Monday

**Miracle and mystery plays** - plays based on the saints' lives and Bible stories

**Passion play** - a play based on the last week in the life of Christ

Week 4 Tuesday

**Mansion** – In Medieval Theatre, a series of acting stations in a line, including Heaven and Hell's Mouth

**Guilds** – In the Middle ages, groups of tradesmen (bakers, goldsmiths, etc.)

**Week 4 Wednesday**

**Cycle/cycle plays** - the combined stories produced by the guilds, that are in a set order.

**Morality plays** - similar in theme to Miracle and Mystery plays, yet more concerned with the principles taught by Christianity rather than stories from the Bible

Week 4 Thursday

**Secular** - denoting attitudes, activities, or other things that have no religious or spiritual basis.

 **Platea** - in **medieval theatre**, the neutral acting area of a stage.

Week 4 Friday

**Vernacular** - the language or dialect spoken by the ordinary people in a particular country or region.

**Liturgy** - a form or formulary according to which public religious worship, especially Christian worship, is conducted.

2/3-2/7

Week 5 Tuesday

**Tropes**-Lyrics added to musical passages in religious services. They were often structured like little plays and evolved into liturgical drama.

**Miracle Plays:** Related to Mystery plays. Miracle plays are specifically about the lives of Saints rather than stories from the Bible.

**Wednesday & Thursday**

**Snow Day
Week 5 Friday
Liturgical Drama:** Any religious drama, usually sung or chanted, that relates to the Bible and is presented in Latin inside a church sanctuary.

**Quem Quaertis:** Famous trope about mary visiting the tomb of Christ. Literally means "whom do ye seek?"

**2/10-14**

**Week 6 Monday ehsdrama.weebly.com**

**Minstrel** - a medieval musician, who sang or recited lyric or heroic poetry to a musical accompaniment for the nobility.

**Wings -**sides of the stage, where actors stand before making their entrance, and where props are kept, ready to be brought onto the stage.

**Week 6 Tuesday ehsdrama.weebly.com**

**Apron**- the part of the stage extending past the proscenium arch toward the audience.

**Acting Areas**- divisions of the stage floor used by directors when moving actors of placing furniture or scenery

Week 6 Wednesday

**Royalty**- A fee required to produce a play or musical

**Floor Plan**- a drawing of the stage setting as seen from above (bird’s eye view)

**Week 6 Thursday**

**Promptbook**- A notebook containing the script marked with all stage movement, technical cues, and special instructions for the production.

**Stage Left** - on the left side of a stage from the point of view of a performer facing the audience.

**Week 6 Friday**

**Stage Right** - on the Right side of a stage from the point of view of a performer facing the audience.

**Amphitheatre-** a round or oval building, typically unroofed, with a central space for the presentation of dramatic or sporting events.

2/17-2/21

Monday No School

Tuesday Mr. Biles Sick

Wednesday Mr. Biles Sick

Week 7 Thursday ehsdrama.weebly.com

**Thrust stage**- a stage that extends into the seating area. The audience sits on three sides of the stage.

**Flexible staging-** any stage not classified as proscenium, arena or thrust.

**Week 7 Friday**

**House**- the section of the theatre where the audience sits; also called ‘out front”

**Black Box Theater** - a simple indoor performance space with plain black walls and a level floor, typically designed to provide flexibility in the configuration of the stage and the audience seating.

**2/24-2/28**

**Week 8 Monday**

**Deux ex Machina**: the intervention of an unexpected or invented character, device or event to resolve a plot

**Dithyramb**: choral poetry (that eventually evolved into the choral song)

**Week 8 Tuesday**

**Catharsis**- purgation of emotions of pity and fear which leaves the viewer both relieved and elated

**Hubris**- overweening pride which causes the hero's transgression against the gods; usually, the tragic flaw

**Week 8 Wednesday**

**Auditions**- Set time where actors try out for the parts that they want

**Callbacks**- additional opportunities for the actor to audition

**Week 8 Thursday**

**Understudy**- a person who learns a part in order to substitute in a performance should the original actor not be able to appear in the show.

**Rehearsals**- production sessions in which the actors and technicians prepare by repetition

**Week 8 Friday** **ehsdrama.weebly.com**

**Tragic flaw** - character flaw or weakness that results in the character's downfall (usually pride/hubris)

**Hamartia** - A tragic flaw, weakness of character or error in judgment that causes downfall in the hero

**3/2-3/6**

**Week 9 Monday**

**Peripeteia** - A reversal of fortune

**Catastrophe**- Events that happen after the climax or Anagnorisis

**Week 9 Tuesday**

**Monomyth/ A Hero’s Journey**

**Separation -** Ordinary World – Call to Adventure, Refusal of the Call, Supernatural Aid, and Crossing First Threshold.

**Initiation** - Special World – Belly of the Whale, Road of Trials, Meeting with the Goddess, Temptation, Atonement with the Father, Apostasis, The Ultimate Boon, and Refusal of Return

**Week 9 Wednesday**

**Return** – Magic Flight, Rescue from Without, Crossing the Return Threshold, Master of Two Worlds, and Freedom to Live

**Call to Adventure** -The hero starts off in a mundane situation of normality from which some information is received that acts as a call to head off into the unknown.

**Week 9 Thursday**

**Refusal of Call** - Often when the call is given, the future hero refuses to heed it. This may be from a sense of duty or obligation, fear, insecurity, a sense of inadequacy, etc.

**Supernatural Aid** - Once the hero has committed to the quest, consciously or unconsciously, his or her guide and magical helper appears, or becomes known.

**Week 9 Friday**

**Crossing First Threshold** - This is the point where the person actually crosses into the field of adventure, leaving the known limits of his or her world and venturing into an unknown and dangerous realm where the rules and limits are not known.

**Belly of the Whale** - This represents the final separation from the hero's known world and self. By entering this stage, the person shows their willingness to undergo a metamorphosis.

3/9-3/13

**Week 10 Monday**

**Road of Trials** - This is a series of tests, tasks, or ordeals that the person must undergo to begin the transformation. Often the person fails one or more of these tests, which often occur in threes.

**Meeting with the Goddess** - This is the point when the person experiences a love that has the power and significance of the all-powerful, all encompassing, unconditional love that a fortunate infant may experience with his or her mother.

**Week 10 Tuesday**

**Temptation** - This step is about those material temptations that may lead the hero to abandon or stray from his or her quest.

**Atonement with the Father** - In this step the person must confront and be initiated by whatever holds the ultimate power in his or her life. In many myths and stories this is the father, or a father figure who has life and death power. This is the center point of the journey.

**Week 10 Wednesday**

**Apostasis** - When someone dies a physical death, or dies to the self to live in spirit, he or she moves beyond the pairs of opposites to a state of divine knowledge, love, compassion and bliss.

**The Ultimate Boon** - This is the achievement of the goal of the quest. It is what the person went on the journey to get. All the previous steps serve to prepare and purify the person for this step.

**Week 10 Thursday**

**Refusal of Return** - Having found bliss and enlightenment in the other world, the hero may not want to return to the ordinary world to bestow the boon onto his fellow man.

**Magic Flight** - Sometimes the hero must escape with the boon. This can be just as adventurous and dangerous returning from the journey as it was to go on it.

**Week 10 Friday**

**Rescue from Without** - Oftentimes the hero needs a powerful guide to bring him back to everyday life, especially if the person has been wounded or weakened by the experience.

**Stage Manager**- The person who is in charge of stage crew

SPRING BREAK 3/16-3/20