

# DEVISING DRAMA- COMPONENT ONE!

## YOUR STIMULUS!

Ensure you point out that you explored all stimuli and why you chose the one you will be using. Do not say 'because it fit in with our ideas!' as the stimulus is supposed to be the starting point.

If you liked more than one stimuli, mention this too. Explain what research and initial responses you may have had and why you decided on your chosen idea.

## THE DEVISING PROCESS!

Keep a log of what you achieved each week. More successful portfolios include a working diary of the devising process with supporting images, diagrams and annotated stimulus. Each time you include a new idea to your mind map, use a different coloured pen and date it. Include this in your portfolio as this will evidence the journey to the final performance.

Ensure you include ideas that you tried out that might not have worked. This is your evaluation and is a huge chunk of your mark! Sometimes your performance might change completely. Include this!

## EVALUATION OF YOUR PERFORMANCE.

You will need to perform for an audience, watch this back and evaluate your work. Don't think of your performance as the finished article. Think about it as a working progress. If you had more time, what would you do differently? Would you change anything? Was your message clear? If you had better facilities, what could you do to improve?

Your performance is worth 20 marks and your coursework is worth 40!

## DEVISING COURSEWORK

3 sections to your portfolio:

- 1, research and initial ideas. (10 marks)
- 2, 'creating and developing' - the devising process (10 marks).
- 3, evaluation of your process and your final performance. (20 marks)

*Analysis and evaluation is worth 20 marks! Ensure you are constantly evaluating your choices throughout section 2 and 3.*

*Keep referring back to your stimulus. Make references to your research each time you make a performance choice.*

