

The Big Idea: Scripts – from page to stage

All actors will need to be able to read and interpret a text. Stage directions can help bring the words to life, but often the actor and director will need to work together to develop the words into a performance. You will explore a full text and the messages it offers. You will have the opportunity to analyse the text and explore excerpts practically.

Aladdin

Key Knowledge:

Aladdin is one of the best known stories in Scheherazade's oeuvre — but it wasn't there originally. Aladdin, along with Ali Baba, is one of One Thousand and One Night's "orphan tales." They weren't a part of the initial Arabic text. Rather, they were added to a 1712 edition by the French translator Antoine Galland.

Scholars have not found a manuscript of the story that predates the version published in 1712 by Galland, who wrote in his diary that he first heard the tale from a Syrian storyteller from Aleppo named Hanna Diyab on May 8, 1709. French orientalist and archaeologist Antoine Galland (1646 - 1715)

This unit will explore sections of the script and look at how the actor and director can work together to bring the piece to life. Students will be able to interpret the play in their own style and consider the creative intention for the performance.

Key Language:

- Cyclic** - occurring in cycles; regularly repeated
- Direct Address** – An actor speaking directly to the audience
- Dramatic Tension** – A moment created by the action of a play
- Flashback** - a scene in a play, novel, etc. set in a time earlier than the main story
- Freeze Frame** – a group of actors creating a still image that represents part of a story
- Monologue** - a long speech by one actor in a play or film
- Script** - the written text of a play
- Creative intention** – what is the point of the play? What's the message?

Key Skills and dramatic techniques:

- Learning lines
- Interpretation of text
- Taking direction
- Playwrights
- Stage directions
- Discipline and control
- Staying in role
- Literacy
- Problem Solving

