

Candidate Name	Centre Number	Candidate Number

WELSH JOINT EDUCATION COMMITTEE
 General Certificate of Education
 Advanced Subsidiary/Advanced



CYD-BWYLLGOR ADDYSG CYMRU
 Tystysgrif Addysg Gyffredinol
 Uwch Gyfrannol/Uwch

362/01

DRAMA & THEATRE STUDIES

DR2: Unit 2 Directorial Analysis

P.M. FRIDAY, 8 June 2007

(1½ hours)

Question	Examiner's use only
1	
2	
3	
4	
TOTAL MARKS	

INSTRUCTIONS TO CANDIDATES

Write your name, centre number and candidate number in the spaces provided above.

Read the instructions **carefully** before answering the questions. You are required to answer **four** questions, therefore allow adequate time for each question.

Question 1 should be answered on pages 2, 3, and 4 of the answer booklet.

Please **note** the pages are divided into the appropriate headings.

Questions 2 **and** 3 should be answered alongside the text.

Question 4 should be answered on pages 10, 11 and 12 of this booklet.

If more paper is required for this question, please include it inside this booklet.

INFORMATION FOR CANDIDATES

The number of marks is given in brackets at the end of each question.

You are reminded of the necessity for good English or Welsh and orderly presentation in your answers.

No certificate will be awarded to a candidate detected in any unfair practice during the examination.

Read the following extract from *Brokenville* by Philip Ridley.

The scene takes place in a ruined house. Signs of family life are scattered everywhere.

A catastrophe has happened.

It is set anytime in the future.

Answer the following questions which together require you to present your ideas as a director preparing a staging of this scene.

Remember your ideas **must** be presented clearly and neatly.

1. Prepare your initial stage plan and design ideas in the appropriate sections on pages 2, 3 **and** 4. This should include a labelled **BASIC GROUND PLAN**, showing the audience's position, type of staging and set including use of colour, reference to atmosphere, furniture, props and costume. [20]
2. Alongside the text, in the appropriate column, give details of stage movement for each character involved in the scene. Ensure that you have noted on the text where movements happen. [10]
3. Alongside the text, in the appropriate column, give technical details of recorded sound (if not used give reasons) and lighting for an effective staging of the scene. Make sure that you have noted on the text where cues occur. [10]
4. Look at the Old Woman's speech from '*No, no, no..*' to '*..Brokenville.*'

For this section what vocal advice would you give to an actor who is rehearsing the part of the Old Woman? (*You should include details about accent, rhythm, pitch, tone and link between voice and character.*) Write your advice on pages 10 to 12 of the booklet. [10]

Basic Ground Plan/Audience Position

Type of Staging, Set, Colour, Atmosphere

Furniture/Props

Costume

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Please refer to Questions 2 and 3 on Page 2.

In the ruined house there are already three young people, Satchel, Glitter and Bruise. The scene begins as they hear a noise approaching.

SATCHEL Who's there?
 GLITTER Who's there?
 BRUISE Who's that?
 TATTOO I'll ask the questions. Who are you?
 SATCHEL Satchel.
 GLITTER Glitter.
 TATTOO You?
 BRUISE ...What?
 TATTOO Name!
 GLITTER She's got a bruise.
 BRUISE Yes. I'm Bruise.
 GLITTER What've you got?
 TATTOO Eh?
 SATCHEL For your name.
 TATTOO Name? My name's.....
 GLITTER Is that a tattoo?
 TATTOO Looks like it is.
 SATCHEL Show me.....What is it?
 TATTOO Some....thing.
 BRUISE What's it mean?
 TATTOOForgotten...
 GLITTER What happened to your eye?
 TATTOO Not sure.
 SATCHEL He's forgotten.
 GLITTER Everything's forgotten.
 BRUISE Should bathe it. Your eye.
 SATCHEL Use the puddle.
 SATCHEL You got the time?
 TATTOO Watch stopped.
 SATCHEL It's midnight.
 GLITTER Midnight.

(A noise is heard approaching.)

SATCHEL Who's there?
 GLITTER Who's there?
 BRUISE Who's that?
 TATTOO Identify yourself.
 OLD WOMAN An old woman. That's all. Who are you lot?
 SATCHEL Satchel.
 GLITTER Glitter.
 BRUISE Bruise.
 TATTOO Tattoo.

Movement

**LX
(Lighting)**

**SFX
(Recorded Sound Effects)**

OLD WOMAN Don't be scared. Stop shining your torches! I'm not going to hurt you.....Make a fire someone.....Can't you help eh?...Forgotten how to do that? – Oi! Tattoo! Fire!

TATTOO All right. All right.

OLD WOMAN Wakey wakey! A fire needs things to burn. Remember?

BRUISE Oh yes. Sorry.

OLD WOMAN Don't burn anything that hasn't been damaged. Just broken stuff. This is still someone's home. Hear me?

BRUISE Of course, yes.

TATTOO All right. All right.

SATCHEL You know the time?

OLD WOMAN No.

BRUISE You know what happened?

OLD WOMAN No.

GLITTER You know where we are?

OLD WOMAN **No, no, no. Questions! Why all the questions?... The time? Sometime! What happened? Something! The place? At the moment it's a cold place – Coldville! You hear?.... Coldville! Ha! How's that! Eh? Coldville! But not for long..... not for long...now where's that fire?.....There was once a land where everything.... everything was in ruins. Like this place. No one knew what had caused everything to be broken. But broken it was. And this land was called....was called... Brokenville.**

ACKNOWLEDGEMENT

This extract was published by kind permission of Faber and Faber Ltd.

Movement

**LX
(Lighting)**

**SFX
(Recorded Sound Effects)**

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