Surname	Centre Number	Candidate Number
Other Names		2



# **GCE A level**

1124/01

# DRAMA & THEATRE STUDIES – DA4 Text in Context

A.M. TUESDAY, 18 June 2013  $2^{1}/_{2}$  hours

Section	Examiner's use only
A	
В	
C	1
	2
TOTAL MARKS	

#### ADDITIONAL MATERIALS

In addition to this examination paper, you will need a 12 page answer book and a copy of the two texts studied. Annotation of the texts should be limited to underlining and highlighting only.

#### INSTRUCTIONS TO CANDIDATES

Use black ink or black ball-point pen.

Write your name, centre number and candidate number in the spaces at the top of this page.

Answer four questions: one from Section A, one from Section B and the two questions in Section C.

Write your answers for Sections A and B in the separate answer book provided, which should be enclosed in this booklet. Write your answers to Section C in this booklet.

# INFORMATION FOR CANDIDATES

The number of marks is given in brackets at the end of each question. You are advised to spend approximately 35 minutes on each of Sections A and B, and approximately 1 hour 20 minutes on Section C.

You are reminded that assessment will take into account the quality of written communication used in your answers.

## **SECTION A**

Answer one question on one set text you have studied.

#### 1. ELECTRA

As an actor preparing for the role of CHRYSOTHEMIS, what aspects of the character would you emphasise in creating your final performance? In your answer you should refer to **key scenes** in which the character appears. [20]

# 2. ALL'S WELL THAT ENDS WELL

As an actor preparing for the role of the KING OF FRANCE, what aspects of the character would you emphasise in creating your final performance? In your answer you should refer to **three key scenes** in which the character appears. [20]

#### 3. UNCLE VANYA

As an actor preparing for the role of ASTROV, what aspects of the character would you emphasise in creating your final performance? In your answer you should refer to **three key scenes** in which the character appears. [20]

#### **SECTION B**

Answer one question on one set text you have studied.

#### 4. THE THREEPENNY OPERA

As a production designer, how would you stage *The Threepenny Opera* in the theatre today? In your answer you should justify your ideas and refer to any productions you have seen or discussed. [20]

#### 5. THE ROSE TATTOO

As a production designer, how would you stage *The Rose Tattoo* in the theatre today? In your answer you should justify your ideas and refer to any productions you have seen or discussed. [20]

### 6. A NUMBER

As a production designer, how would you stage *A Number* in the theatre today? In your answer you should justify your ideas and refer to any productions you have seen or discussed. [20]

#### 7. LYSH

As a production designer, how would you stage *Lysh* in the theatre today? In your answer you should justify your ideas and refer to any productions you have seen or discussed. [20]

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## **SECTION C**

# Answer two questions.

Look at the extract from So You Think You're A Superhero? by Paven Virk.

Read the extract from a director's point of view then answer the following questions.

Your ideas **must** be presented clearly and neatly.

- 1. Clearly present your stage plan and design ideas under the appropriate headings. These should include a clearly labelled ground plan. Provide a detailed explanation to justify your decisions under each heading. [20]
- 2. Alongside the text, in the appropriate column, give details of stage movement for each character involved in the scene and of any lighting and recorded sound effects. Ensure that you have noted on the text where movement, lighting and sound effects happen. Provide a detailed explanation to justify your decisions in the space provided on page 12. [20]

# **Ground Plan**

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[10]

Examiner only

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[10]

The stage is black.

MUSIC: A well known Superhero theme tune plays full blast.

We hear someone running and panting.

A spotlight comes up on ZEEBOY running on the spot. He is wearing a full Superhero outfit with a matching gold eye mask and gold trainers. He looks back.

We hear three more sets of feet running on the spot. Lights come up on three evil villains, GREEN, PURPLE and BLUE. They are wearing outfits and eye masks the same colours as their names. A chase is taking place. The villains run on the spot behind ZEEBOY.

**Green:** Try but you won't get very far Zeeboy!

**Purple:** Anywhere on planet Zola, we will find you!

Blue: Where you gonna run to!?!

**Zeeboy:** Somewhere no one knows I exist!

Zeeboy closes his eyes and repeats over and over again.

**Zeeboy:** Take me somewhere, anywhere...now!

Just as Green and Purple are about to catch up with Zeeboy, Blue slows down and shouts.

Blue: Can we, er, slow down a bit?

**Purple:** Keep up Blue!

Blue: I've got a stitch. Oh, it's a bad one. Must've been the Zola Pops, Coco flavour.

Give me the runs. Been on the loo all night.

**Green:** Go home Blue.

**Purple:** We're on a mission...together!

Blue stops running, almost relieved.

**Blue:** Think I've missed the last bus. Can I get the Zola hovercraft home?

**Green:** Yeah. Don't forget to ask for a receipt.

Blue exits.

**Purple:** You're too soft on him.

Movement	LX (Lighting)	SFX (Recorded Sound Effects)	Examiner only

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**Zeeboy:** Invisible mode on!

Zeeboy dives in the air. Everyone freezes.

Blackout.

Zeeboy exits.

Purple and Green are alone on stage in the dark.

**Purple:** Now look what you've done.

**Green:** Me?

**Purple:** Yes, you. Get your night vision goggles on.

Green: I can't.

**Purple:** Why not?

**Green:** I kind of broke them.

**Purple:** How?

Green: Some girl from planet Zania and a few of her mates came to my birthday party.

It was fancy dress, come as a human.

**Purple:** Get to the point.

Green: They've got this obsession with some human called Beyonce, so they've all had

butt implants. Anyway, my goggles are on the sofa, they sit down...

**Purple:** I get the picture. Follow me!

**Green:** Wait...I don't like the dark...I can't see anything.

Purple: Tough!

They make their way off stage whilst still talking.

Movement	LX (Lighting)	SFX (Recorded Sound Effects)	Examiner only

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Explanation/Justification for movement	Examiner only
[10]	
Explanation/Justification for lighting and sound effects	
[10]	