



**2010 Drama**

**Standard Grade Foundation, General and Credit**

**Finalised Marking Instructions**

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## Marking Guidelines

### Foundation

#### Section A

- |    |     |   |         |
|----|-----|---|---------|
| 1. | (a) | Accept wide definition of 'scene'.  | 1 mark  |
|    | (b) | 1 mark for muddled description, 2 for clear outline of section of plot.   | 2 marks |
|    | (c) | 1 mark for single justification, 2 for two reasons or one more fully justified.   | 2 marks |
|    | (d) | 1 mark for lighting idea, 1 for reason.   | 2 marks |
|    | (e) | 1 mark for sound idea, 1 for reason.  | 2 marks |
| 2. | (a) | Full name and age required for mark.  | 1 mark  |
|    | (b) | Do not credit 'none'.   | 1 mark  |
|    | (c) | 1 mark for identified part, 1 for reason.<br>If character referred to is not 'other' (check Q2 in G for this),<br>0 marks for a) – e).                                | 2 marks |
|    | (d) | 1 mark for each voice idea ×2.<br><i>Apply new voice and movement marking guidelines.</i><br><i>Justification not required: marks are for voice ideas only.</i>       | 2 marks |
|    | (e) | 1 mark for each movement idea ×2.<br><i>Apply new voice and movement marking guidelines.</i><br><i>Justification not required: marks are for movement ideas only.</i> | 2 marks |
| 3. | (a) | 1 mark for costume idea, 1 for reason ×2.   | 4 marks |
|    | (b) | 1 mark for personal props idea, 1 for reason ×2.<br><i>Be alert to the ubiquitous mobile phone answer! Do not give mark if link is tenuous.</i>                       | 4 marks |

## Section B

4. Accept no alternatives to:
- accent
  - body language
  - gesture
  - volume
  - facial expression
  - pace
- 6 marks
5. (a) 1 mark for single or simple idea. 2 marks for two ideas or one more fully described. 2 marks
- (b) 1 mark for each suggested gesture ×2. 2 marks
- (c) 1 mark for any appropriate sentence. 1 mark
- (d) 1 mark for each idea on vocal delivery ×2.  
*Apply new voice and movement marking guidelines.* 2 marks
- (e) 1 mark for single or simple idea. 2 marks for two ideas or one more fully described. 2 marks
- (f) 1 mark for any appropriate sentence. 1 mark
- (g) 1 mark for each voice idea ×2.  
*Apply new voice and movement marking guidelines.* 2 marks
6. Accept no alternatives to:
- window flat
  - chair
  - sofa
  - door flat
  - rostrum or rostra
  - table
  - entrance/exit.
- 7 marks

## Marking Guidelines

### General

#### Section A

1. **Time/Place:** All changes in time/place stated. 2 marks  
 Inconsistent detail of time/place. 1 mark

- Action:** Plot clearly and **succinctly** summarised. 4 marks  
 Plot outline given, but not **succinct** or balanced. 2/3 marks  
 Muddled plot account, unbalanced/confused. 1 mark

Please indicate your allocations on script.

#### Penalise over-long scenarios by 1 mark.

2. (a) Full name and age required for mark. 1 mark

- (b) Do not accept 'none'. 1 mark

- (c) 1 mark for each idea: may be physical appearance and/or style of dress. 2 marks

- (d) 1 mark for idea.  
*Role should be relationship, occupation or role in plot eg murderer, hero.* 1 mark

- (e) 1 mark for idea.  
*In both (d) and (e), be alert to confusion with purpose, role and status.* 1 mark

- (f) 1 mark for each idea given ×3.  
*Candidates may refer to **evaluative techniques** (listed in Body of Knowledge (BofK) as individual reflection, group discussion, teacher input, video/audio review, written tasks, taped responses) or may refer to use of **characterisation techniques** (listed in BofK as character cards, improvisation, role-play, hot seating, voices in the head, writing in role, thought tracking and thought tunnel). Because the question does not refer to 'characterisation techniques', in which case candidates would be expected to include only those in the BofK, in this response, candidates may also refer to techniques not listed in the BofK eg role on the wall, angel and devil etc.* 3 marks

Accept other valid ideas on eg voice, movement and TAs

- (g) Mark holistically:

#### 3 Marks

Full answer showing understanding of the character's development and/or complexities and/or impact on audience.

#### 2 Marks

Answer shows some understanding of development/impact.

#### 1 Mark

Limited answer showing only rudimentary understanding with little analysis or depth.

3 marks

3. Under the headings 'Voice' and 'Movement', 1 mark for each idea given  
×3. 6 marks  
*Apply new voice and movement marking guidelines.* 3 marks  
Under 'Reactions', allow a description of how the character felt, as well as  
use of voice and movement terms.
4. 1 mark: single, simple idea  
2 marks: two ideas or 1<sup>st</sup> idea developed  
3 marks: three ideas or two well explained. 3 marks  
*Ideas must refer only to the start of the drama. If not, 0 marks.*

## Section B

5. Accept no alternatives to:
- monologue
  - mime
  - voice over
  - narration
  - flashback
  - freeze frame.
- 6 marks
6. Accept no alternatives to:
- (a) tone
  - (b) emphasis
  - (c) pause
  - (d) clarity/articulation
  - (e) accept any 2 voice words **not** used, correctly or wrongly, in (a)-(d).
- 4 marks  
2 marks
7. 1 mark for each lighting and sound idea which is appropriate to setting, time of day and mood & atmosphere. Do not credit statements about human conversations or actions, unless accompanied by 'sound of/sound effect of/SFX of'.  
Accept external noises such as birds and traffic.  
*Sound and lighting must both be referred to, but not necessarily in equal proportion eg 3 + 2, 4 + 1. For full marks, both must be referred to.*
- 10 marks
8. Accept no alternatives to:
- (a) Crossfade
  - (b) Role
  - (c) Scenery
  - (d) Tragedy
  - (e) Focus
  - (f) Follow spot
  - (g) Shading
  - (h) Posture
- 8 marks

## Marking Guidelines

### Credit

#### Section A

1.
  - (a) *'Part' may be a moment, a scene, the beginning/ending, a build up, a climax/anti-climax, catharsis, an acting performance etc. Be flexible. Allow text speak.*  
1 mark for 'part'. 1 mark for single justification, 2 marks for second justification or full explanation of first. 3 marks
  - (b) 1 mark for each acting technique, ×4, referred to and listed in BofK as movement, pace, pause, silence, voice, eye contact, moves, physical contact, contrast, positioning and timing. However, credit other valid suggestions (but not Theatre Arts ideas, conventions or characterisation techniques).  
*Apply new voice and movement marking guidelines.* 4 marks
2. Mark holistically for each Theatre Art:  
3 marks:  
Clear understanding of how Theatre Arts can enhance a drama  
2 marks  
Some understanding of how Theatre Arts can enhance a drama  
1 mark  
Simple/basic understanding of how Theatre Arts can enhance a drama. 9 marks
3.
  - (a) 1 mark for actual or paraphrased statement of purpose, listed in BofK as: communicate a message, entertain, tell a story, educate, explore a theme or issue, explain and experience (through audience participation, forum theatre). 1 mark
  - (b) 1 mark ×3 for reference to eg beginning, ending, consequences, build-up, denouement, relationships, changes in time/place.  
*Although candidates may refer to these aspects through story telling, do not credit mere story telling – for a mark, a reference to plot must be identifiable.* 3 marks

## Section B

4. 1 mark ×6 for each voice and/or movement word referred to in appropriate notes to actors.  
*Apply new voice and movement marking guidelines.*  
*Both characters and both voice and movement words must be referred to, in any proportions. If not, award a half mark in each case and round up the total for question.* 6 marks
5. (a) 1 mark for end on, theatre in the round, thrust, proscenium arch, avenue, promenade. Accept no alternatives. 4 marks
- (b) No mark for choice of staging. 1 mark for advantage, which may refer to audience, staging, actors, entrances/exits, setting, striking set/changing set etc. 1 mark
- (c) No mark for choice of staging. 1 mark for disadvantage, which may refer to audience, staging, actors, entrances/exits, setting, striking set/changing set etc.  
*Be alert to, and do not credit, opposites.* 1 mark
6. 1 mark for each appropriate sound/SFX (×3) and personal prop (×3). Use of the latter must be described eg 'pen' is not credited, but 'nervously clicking pen' is.  
*Sounds can include those made by characters eg drumming fingers on desk, a sigh etc.* 6 marks
7. For each of the three forms, give 1 mark if there is:
- Implied or stated understanding of the term
  - Implied or stated evidence of usage
  - Implied or stated effect/impact
- 0 mark for generic answers. 9 marks
8. (a) No marks for status: response required for (b).
- (b) 1 mark for appropriate placing on set.  
 1 mark for each body language point which reflects status given in (a). Justification is not asked for, so should not be credited.
- (c) Mark holistically.  
*Candidates may refer to eg clothes (style, condition, colour, value, presentability) hair (style, neatness, cleanliness) face (skin colour, health, clean/unshaven if male, make-up if female).*  
 3 marks  
 Clear understanding how costume can reflect status: an overall concept emerges strongly, supported by detail.  
 2 marks  
 Some understanding how costume can reflect status: a concept emerges in answer which includes some costume items.  
 1 mark  
 Simple/basic understanding how costume can reflect status: vague or basic overall concept emerges, but answer tends to rely on listing costume items. 6 marks



**9.** Accept no alternatives to:

- (a) stance
- (b) dramatic irony
- (c) prompt copy
- (d) masking
- (e) rhythm
- (f) backcloth
- (g) playwright
- (h) blocking
- (i) rake.

9 marks

**10.** Accept no alternatives to:

- (a) G clamp
- (b) barndoors.

2 marks

## Voice and Movement Marking Guidelines

In all **voice** and **movement** based questions, from now on, please apply the following guidelines.

The adjective used with a **voice** term must be accurate, because it is the adjective which indicates knowledge and understanding of the term. For example, if a candidate says 'low tone' it is not clear if the term is understood. If a candidate says 'angry tone', understanding the term is clear. Therefore, the adjective associated with each word must be accurate to gain marks. Normally, the adjectives associated with each term are:

- *Volume: loud/quiet, high or low*
- *Pace: fast/slow*
- *Pitch: high/low*
- *Tone: reference to an emotion*
- *Pause: long/short*
- *Emphasis: on word or phrase, not usually on entire sentence*
- *Accent: reference to a place/area/country required*
- *Clarity: poor/no/with/good/poor*

There will be variations, but is a general guide. No longer, at Foundation, General and Credit level, will eg 'low tone' or 'high volume' be credited with marks. Neither should marks be awarded if a candidate merely states that a voice word would be used, as in: 'I would use pace/tone/pitch' etc.

The description of **movement** terms will be similarly tightened up.

- *Body language: cannot be described as open or closed. Detail or exemplification must be given.*

Evidence from scripts indicate that this is taught as an acceptable answer. Therefore, this is the only change that will take effect from the 2011 examination.

- *Eye contact: made/not made/made intermittently*
- *Use of space: no/little/extensive/full*
- *Facial expression: must refer to an emotion*
- *Posture: good/bad/poor, or descriptions such as slouched/upright*
- *Gesture: big/small not acceptable, must be described*

There will be variations, but the above is a general guide. As with voice, marks should not be awarded if a candidate merely states that a movement word would be used, as in: 'I would use gesture/posture etc.

[END OF MARKING INSTRUCTIONS]