

2013 Drama

Standard Grade – Foundation, General & Credit Finalised Marking Instructions

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Part One: General Marking Principles for Drama Standard Grade F/G/C

This information is provided to help you understand the general principles you must apply when marking candidate responses to questions in this Paper. These principles must be read in conjunction with the specific Marking Instructions for each question.

- (a) Marks for each candidate response must <u>always</u> be assigned in line with these general marking principles and the specific Marking Instructions for the relevant question. If a specific candidate response does not seem to be covered by either the principles or detailed Marking Instructions, and you are uncertain how to assess it, you must seek guidance from your Team Leader/Principal Assessor.
- (b) Marking should always be positive ie, marks should be awarded for what is correct and not deducted for errors or omissions.

GENERAL MARKING ADVICE: Drama Standard Grade F/G/C

The marking schemes are written to assist in determining the "minimal acceptable answer" rather than listing every possible correct and incorrect answer. The following notes are offered to support Markers in making judgements on candidates' evidence, and apply to marking both end of unit assessments and course assessments.

IMPORTANT INFORMATION on the marking of Voice and Movement answers.

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

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 of the term is clear. Therefore, the adjectives 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/slowPitch: 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

Of course, there will be variations, but this is a general guide. No longer, at F, G or C level, will eg 'low tone' 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 indicates that 'open' and 'closed' are taught as acceptable answers. Therefore, this change was not applied to the marking of 2010 papers, but took effect **from 2011**.

- 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

Of course, 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.

Please apply these guidelines assiduously to your marking. If all markers do so, no candidate is disadvantaged.

Marking Guidelines Foundation

For all voice and movement questions in this paper, apply the guidelines issued with these marking instruction.

Section A

Que	estion	Expected Answer/s	Max Mark	Additional Guidance
1		Two appropriate reasons or one fully explained (stimulus number for information only)	2	
2		Simple description, giving little or confused plot/character information 1 mark Fuller description, plot/characters clearly outlined 2 marks	2	
3		1 mark for relevant theatre art (set, lighting, costume, props, makeup, sound) 1 mark for simple statement of use 2 marks for fuller response	2	
4		Full name and age required for mark Occupation, do not credit none Two points, may refer to costume and/or personal appearance 1 mark for each voice word, stated or implied, used correctly, as in voice and movement advice 1 mark for each movement word, stated or implied, used correctly, as in voice and movement advice	1 1 2 2	
5	b	Explicit or implicit identification of purpose Defined in Body of Knowledge (BoK) as: Foundation: 'communicate a message', 'entertain', 'tell a story' Also accept General & Credit 'educate', 'explore a theme or issue', 'explore and experience' 1 mark for each valid reason, must relate to purpose described in (a)	1	

Qu	Question		Expected Answer/s	Max Mark	Additional Guidance
6	a		 Explicit or implicit identification of part of process. The process is outlined in the Body of Knowledge (BoK) as: Responding to stimulus Offering ideas Discussing and selecting ideas for situation and roles Agreeing form, structure and devices (conventions) Setting up space Rehearsing Reviewing Adding theatre arts Presenting to an audience Evaluating Other aspects may be included too, such as teamwork, problem solving, attendance, effort etc 	1	
	b c		Identification of problem One solution	1	
		-	Two solutions or one fully explained	2	

Section B

Qu	estio	n Expected Answer/s	Max Mark	Additional Guidance
7		Accept no alternatives to:		
		Stimulus	1	
		Flashback	1	
		Theatre in the round	1	
		Monologue	1	
		Frozen picture	1	
		Evaluate	1	
8	а	For two marks, accept two emotions, eg shocked and surprised, or details of facial expression eg mouth open, eyebrows raised, eyes wide open	2	
	b	1 mark for each movement word, stated or implied, used correctly, as in voice and movement advice	2	
	С	Appropriate response	1	
	d	1 mark for each voice word, stated or implied, used correctly, as in voice and movement advice	2	
	е	Appropriate response	1	
	f	1 mark for each voice word, stated or implied, used correctly, as in voice and movement advice	2	

Qu	estic	n Expected Answer/s	Max Mark	Additional Guidance
8	g	(cont)		
		3 marks for clear outline of action, giving characters involved 2 marks for less clear account, with less clear characters 1 mark for muddled, unclear account, with vague or little reference to characters	3	
9		Accept no alternatives to:		For a) accept Conoral terms
	а	Spotlight	1	For a) accept General terms, profile spot and follow spot.
	b	Gel	1	
	С	Wig	1	
	d	Chair	1	
	е	Table	1	
	f	Tooth varnish	1	

Marking Guidelines General

For all voice and movement questions in this paper, apply the guidelines issued with these marking instruction.

Section A

Que	estion	Е	Expected Answer/s	Max Mark	Additional Guidance
1		Time/Place:	All changes in time/place stated 2 marks Inconsistent detail of time/place 1 mark	6	Indicate 2+4
		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		
		Penalise ove	r-long scenarios by 1 mark.		
2		Full name and	d age required for mark.	1	
		Occupation –	do not accept 'none'.	1	
			mark for each idea: may be arance and/or style of dress.	2	
		Personality 1 statement.	mark for each appropriate	2	
			kground information 1 mark opriate statement	2	
3			planation of technique vo ideas or one fully	6 (3+3)	
			my character had been she was scared to go out alone' 2 marks		
		'I learned that	my character was scared'. 1 mark		

Qu	estion	Expected Answer/s		Additional Guidance
4	а	Moment must be small part of scene ie, not "Scene 1" or "the end". 1 mark for a simple statement or 2 marks for two ideas or one idea fully explained.	2	
	b	No mark for moment. 1 mark (x4) for each valid voice or movement idea clearly linked to the moment stated.	4	
	С	No mark for character chosen. Candidates must use 1 st person. If not, no marks. 3 – 4 marks for comments that show insight and depth of reaction to moment outlined above. 1 – 2 marks for comments that show some (2) or little (1) depth of reaction to moment outlined above.	4	

Section B

Qu	estic	n Expected Answer/s	Max Mark	Additional Guidance
5		Accept no alternatives to:	6	
	а	Wash		
	b	Dialogue		
	С	Script		
	d	Venue		
	е	Pause		
	f	Narration		
6	а	1 mark for identification of appropriate / relevant mood/atmosphere	1	
	b	No mark for choice of TA. For both: 1 mark for each valid point made.	6	Place tick where mark is awarded.
	С	 1 mark for choice of staging, listed in B of K as End on, Theatre in the round, Thrust, Proscenium Arch, Avenue, Promenade. 1 mark for each valid reason. Don't credit opposites. 	4	Place tick where mark is awarded.
7	а	mark for each valid idea. Movement terms can be implicit or explicit.	3	Place tick where mark is awarded.
	b	mark for each valid idea. Voice terms can be implicit or explicit.	3	Place tick where mark is awarded.
	С	1 mark for each valid idea. Reactions may be physical, vocal or aural.	4	Place tick where mark is awarded.
8		Accept no alternatives to:	3	
	а	Costume, costume list		Credit costume if it appears with another word, e.g. period costume
	b	Sword/Personal Prop		
	С	Crepe hair / spirit gum		

Marking Guidelines Credit

For all voice and movement questions in this paper, apply the guidelines issued with these marking instruction.

Section A

Qu	Question		Expected Answer/s	Max Mark	Additional Guidance
1	а		Full name and age must be stated for the mark.	1	
	b		1 mark for each valid reason, or 2 marks for one reason, fully explained. Candidates may refer to relationships, impact on audience, mood and atmosphere, characters, plot, purpose/message, catalyst or any other valid response.	2	
			eg, every time he entered the room, the other characters became nervous and made excuses to leave.		
	С		Mark holistically. 2 marks for a full description of relationship, eg 'Mark and Rob have been friends for many years. They fell out recently because Rob doesn't like the new guys Mark has been hanging around with'. 1 mark for a less detailed or vague answer, eg Mark and Rob are good friends.	2	
	d		Both characters must be referred to. If only one referred to, maximum of 2 marks. 1 mark for each idea. Candidates may refer, explicitly or implicitly, to acting techniques listed in the Body of Knowledge as movement, pace, pause, silence, voice, eye contact, moves, physical contact, contrast, positioning, timing. Credit other valid responses, eg Theatre Arts	4	Do not credit responses which refer to plot only. Place tick where mark is awarded.

Qu	estio	n Expected Answer/s	Max Mark	Additional Guidance
2	а	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	
	b	Candidates must refer to both. If not, penalise by 1 mark. Doesn't have to be 2+2. 1 mark for each idea which clearly shows understanding of how plot and character can help to achieve purpose. Candidates may refer to conventions, form, structure, characters, relationships, beginnings/endings, tension, status, mood and atmosphere.	4	Place tick where mark is awarded.
	С	No mark awarded for Theatre Art. Mark holistically. Answer shows clear understanding of how Theatre Arts can help achieve purpose. 3 marks Answer shows some understanding of how Theatre Arts can help achieve purpose. 2 marks Answer shows basic understanding of how Theatre Arts can help achieve purpose. 1 mark	3	Answer must be linked to answers to (a) and (b).
3	а	1 mark for aspect	1	
	b	2 marks for reason and description of improvement.	2	

Section B

Qu	estion	Expected Answer/s	Max Mark	Additional Guidance
4		Accept no alternatives to:		
	а	Backstage	1	
	b	Auditorium	1	
	С	Treads	1	
	d	Cyclorama	1	
	е	Tabs	1	
	f	Special Effects	1	
5	а	Visual information may include reference to set, set furnishings, lighting, set props, action and any other relevant ideas. Both must be referred to. If not, penalise by 2 marks. 1 mark for each idea.	6	Candidates are urged to read (a), (b) and (c) prior to answering, therefore (a) must refer only to what is seen and heard pre-phone call. Place tick where mark is awarded.
	b	Several possibilities exist. Allow any.	1	
	С	1 mark (x 4) for each idea clearly linked to the change in mood and atmosphere. Acting techniques are 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).	4	Place tick where mark is awarded.
6	а	Award 1 mark for each appropriate character description. This may refer to physical appearance and/or personality traits.	2	
	b	1 mark for simple statement.	1	
	С	1 mark for status and 1 mark for justification.	2	
	d	1 mark for each voice idea, implicit or explicit, x 3.	3	Place tick where mark is awarded.
	е	1 mark for each movement idea, implicit or explicit, x 3	3	Place tick where mark is awarded.

Que	estion	Expected Answer/s	Max Mark	Additional Guidance
7	а	For full marks, answers need to go beyond a list of items of costume details. Ideas must be justified with reference to the description given	4	
		 3 – 4 marks for highly visual ideas which show understanding of interpreting the text. 2 marks for simple visual ideas which show some understanding of interpreting the text. 1 mark for list of costume items with no justification. 		
	b	For full marks, answers need to go beyond a list of items of make-up details. Ideas must be justified with reference to the description given	4	
		 3 – 4 marks for highly visual ideas which show understanding of interpreting the text. 2 marks for simple visual ideas which show some understanding of interpreting the text. 1 mark for simple description with no justification. 		
	С	This question asks for a movement piece, which therefore precludes speech. If speech is included the candidate has not fully read or understood the question and cannot be given any marks.	4	
		Mark holistically: 3 -4 marks: highly visual and atmospheric movement sequence which clearly reflects the hopelessness mentioned in the question. 1 - 2 marks: less visual sequence which creates some or little atmosphere and conveys to a limited extent the hopelessness mentioned in the question.		
	d	mark for each appropriate idea, explicit or implicit, which shows understanding of the movement term.	6	
8		Accept no alternatives to:		
	а	Trapdoor	1	
	b	Flies	1	
	С	Promenade	1	
	d	Strike	1	

[END OF MARKING INSTRUCTIONS]