

## KS3: Silent Movies Mime Skills

*Students are to develop audience awareness and will explore how to communicate non-verbally with an audience by creating a silent movie style piece*

### Actor's Tool Kit

#### **Physical Acting Skills**

- Facial Expressions
- Gestures
- Posture
- Mannerism
- Body Language



### Social and Historical Context

The term Silent Movies refers to the full-length films of the 1900's.

Films were made before this but they were only short 10 – 12mins, made with only one reel of film, called 'One Reelers'.

Silent movies were made up of 4 or 5 reels of film and lasted one hour. These could allow characters and plot to develop.

Silent Movies were not completely silent, as when they were distributed to cinemas they were accompanied by a score, that musicians played alongside the film.

Famous Stars: Charlie Chaplin and Buster Keaton made their names and fortunes with silent movies.



### 6 Rules of Mime

1. No Speech
2. Exaggerated facial expressions
3. Lock your hand
4. Remember where the object is
5. The object must remain the same weight
6. The object must remain the same shape

### Conventions of the Genre

**Stock Characters** – Hero, Heroine, Villain and the police are often found in Silent movies.

**Captions** – These are used to help the audience to engage in the story

**Slapstick** – comedy based on deliberate clumsy actions.

# Year 7 Glossary

<b>Mime</b>	The use of movements, gestures and facial expressions to communicate an idea without words
<b>Posture</b>	The position a character holds themselves in when sitting or standing
<b>Gestures</b>	A movement made by part of the body (e.g. arms, head) to convey a character's emotion
<b>Mannerism</b>	A repeated physical or vocal habit that contributes to characterisation
<b>Pitch</b>	How high or low an actor's voice is. This can be used as a feature of a character or to show a character's emotional state.
<b>Pace</b>	Pace is the speed that lines are delivered
<b>Volume</b>	How loud or quiet a vocal performance is. This could be a feature of a character or how a character's emotions is expressed
<b>Intonation</b>	This is the rise and fall of a voice that created a natural pattern of speech. This can be used to create meaning, by stressing a word for emphasis
<b>Tone</b>	How a line is delivered, adding emotional impact to spoken words
<b>Accent</b>	Can signal to the audience where a character is from, social class or status
<b>Pauses</b>	Pauses can be used to create tension, can shape the delivery of an actor's lines and/or can add to the realism of a scene
<b>Facial Expressions</b>	Movement of the eyes, eyebrows and mouth, such as smiling and frowning. These movement communicate the emotional response of the character

<b>Movement</b>	The way an actor moves on stage can tell the audience about their character. Stillness can also be used to convey how a character is feeling.
<b>Gestures</b>	Gestures are movements created with parts of the body, such as the hands, arms and head. These are an effective way of conveying the character's emotions
<b>Mannerism</b>	These are small repeated gestures that help the audience to understand aspects of a character's personality.
<b>Unison</b>	The process where actions or dialogue happen at the same time and in the same way
<b>Canon</b>	People moving or speaking in the same way one after the other
<b>Thrust Stage</b>	A stage that extends out into the audience, so that they are seated on three sides
<b>Traverse</b>	A long, narrow stage which runs between the audience, who face the stage on both sides
<b>Proscenium Arch Stage</b>	A box shaped stage which is set back from the audience so that the front end is open to them, frames by the arch itself
<b>End on Stage</b>	A stage which has the audience on one side if the stage, facing the action
<b>In the Round</b>	A style of staging where the audience surrounds the action on four sides
<b>Chanting</b>	A chant is a short, simple series of syllables or words that are spoken with the same tone. It is usually repetitive
<b>Narration</b>	A character who comments on the action and the plot to the audience. can be first- person (involved in the