



2009 Drama

Standard Grade – Foundation, General and Credit

Finalised Marking Instructions

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Marking Guidelines

Foundation

Section A

1. Time/place not required.

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 marks

2. **1 mark for any five of possible six below:**
 - the acting area is delineated
 - position of audience is shown
 - entrances/exits are given
 - the set is viable
 - indication of scale
 - key.5 marks

3. **1 mark for one TA idea. 2 marks for more than one TA idea, for a fully explained answer or one which contains good use of TA vocabulary.**
Justification not required.
4 marks

4. Name and age: Full name and age required. 1 mark
Occupation: Do not accept 'none'. 1 mark
Appearance: **1 mark for each detail.** May include physical appearance and dress style. 2 marks

5. (a) Accept wide definition of 'part'. 1 mark

(b) May refer to plot, characters, impact on audience, use of TAs, mood and atmosphere etc.
Do not award mark if answer consists of plot feature already outlined in (a). 1 mark

(c) Name or role or both. 1 mark

(d) 1 mark for each explained voice term, ie not just 'I used volume and pace'. 2 marks

(e) As above for movement. 2 marks

6. 1 mark for explicit or implicit identification of part of process.
1 mark for reason for difficulty. The process is outlined in the Body of Knowledge (B of K) 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 team work, problem solving, attendance, effort etc.

2 marks

Section B

7. 1 mark for each appropriate prop and costume idea. 8 marks
Be alert to, and penalise, arbitrary/unjustified mobile phones.

8. (a) 1 mark for each suitable movement idea. 2 marks

- (b) 1 mark for one appropriate idea. 1 mark

- (c) 1 mark for each appropriate idea about delivery of line. 2 marks

- (d) – (f) As above 5 marks

9. Accept no alternatives to:

- (a) rehearsal 1 mark

- (b) monologue 1 mark

- (c) flood (light) 1 mark

- (d) rostra 1 mark

- (e) enter 1 mark

- (f) tension 1 mark

- (g) pace. 1 mark

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.

Penalise over-long scenarios by 1 mark. 6 marks
2. (a) 1 mark for clearly identified 'aspect'
May refer to plot, characters, relationships, TAs, casting etc. 1 mark

(b) 1 mark for each acceptable reason. 2 marks
3. (a) Full name required. Role must be relationship or occupation.
Be alert to confusion with purpose and status. 2 marks

(b) In each case, 1 mark for audience response, 1 for reason. 4 marks
4. (a) Full name and age required for mark. 1 mark
1 mark for each personality trait. Be alert to contradictions
and/or using synonyms. 3 marks

(b) **All 3 TAs must be referred to. Mark each TA 1 + 1 (idea + justification). Extra mark is for any additional TA idea. Award marks only if there is a clear link to 4a), personality.**

TA ideas: 1 mark for each TA idea clearly linked to (a).
Justification: Award 2 marks if reasons are consistently given.
1 mark if justification is occasional and/or weak/obvious.
Answer **MUST** relate to personality outlined in (a). Do not award mark if the link is unclear. 7 marks

(c) 1 mark for each behaviour consistent with (a) and (b).
The reaction must be linked to a voice and movement term: it is not enough to describe only the character's emotional reaction.
eg 'I would be shy and quiet' is not acceptable.
'I would talk quietly and make no eye contact' is acceptable. 4 marks

Section B

5. Accept no alternatives to:
- (a) Status 1 mark
 - (b) Wash 1 mark
 - (c) Plot 1 mark
 - (d) Fresnel (spot). 1 mark
6. (a) In each case, for 2 marks, answer must contain 2 ideas. No justification required. 8 marks
- (b) As above 8 marks
7. Accept no alternatives to:
- (a) Pantomime
 - (b) Musical
 - (c) Monologue
 - (d) Dance Drama
 - (e) Comedy
 - (f) Play/tragedy 6 marks
8. Accept no alternatives to:
- Target Audience A specific group of people at whom a drama is aimed.
 - Venue Place where a drama is presented.
 - Voice-over Recorded speech played during a drama.
 - Hot-seating Questioning a character in role. 4 marks

Marking Guidelines

Credit

Section A

1. 1 mark for each appropriate response. “Effectiveness” may be implied or stated.
- Answers may refer to any aspect of the sequencing of time, time changes, setting(s) and events. 3 marks
2. (a) 1 mark for climax. Additional 2 for full, 1 for less detailed justification. 3 marks
- (b) **All three acting techniques must be referred to.** If not, penalise as follows:
Only two used, maximum 4. Only one used, maximum 2.
So, even if a candidate has made four references to eye contact and three to timing, the maximum mark possible is 4.
Up to 2 marks for each idea for each acting technique. 6 marks
3. **All four TAs must be referred to.** If not, penalise as follows:
Only three used, maximum 6. Two used, maximum 4, one used, maximum 2.
So, even if a candidate has made four references to sound and three to set, the maximum mark they can get is 4. 8 marks
- 1 mark for each TA requirement.

Section B

4. Accept no alternatives to:
- (a) apron 1 mark
- (b) blacks 1 mark
- (c) cyclorama 1 mark
- (d) wings 1 mark
- (e) auditorium 1 mark
- (f) stalls 1 mark
- (dress) circle 1 mark
- balcony 1 mark

5. Mark holistically.
3 Marks
 Shows full understanding of how the movement terms can be used when playing these characters.
2 Marks
 Shows inconsistent understanding of how the movement terms can be used when playing these characters.
1 Mark
 Shows little understanding of how the movement terms can be used when playing these characters. 9 marks
6. (a) 'Motivation' refers to reasons why the characters move in the manner described in the answer. Motivation may be implied or stated. However, if no mention of motivation is made, mark out of 6.
- Mark holistically**
- 7-8 marks: GOOD**
 Full, detailed and highly visual ideas, consistently or occasionally very imaginative. Candidate's motivation ideas show insight into how tension can be created through movement.
- 4-6 marks: FAIR**
 Detail given facilitates visualisation. Not all ideas are fully effective, but some are. Candidate's motivation ideas show some understanding of how tension can be created through movement.
- 1-3 marks: POOR**
 Little detail in response which is not very visually effective. Motivational ideas show rudimentary understanding of how movement can create tension. 8 marks
- (b) **1 mark for each costume idea** which is "unusual", defined as "strange, odd, curious, extraordinary, abnormal, remarkable, bizarre, atypical and uncommon". 8 marks
- (c) **1 mark for each individual make-up idea OR 3-4 marks** for description of clear and effective concept which is entirely consistent with 6 (a) and 6 (b).
1-2 marks for less clear concept, not entirely consistent with 6 (a) and 6 (b). 4 marks
- (d) **1 mark for choice of special effect.** If more than one is referred to, mark better response.
Up to 2 marks for the ways in which it would be used. 1 for less full answer.
Up to 2 marks for the desired effect. 1 for less full answer. 5 marks

7. **1 mark for each statement** about what made the drama successful.
Candidates may refer to: language and voice, movement, characterisation, purpose, form and structure, mood and atmosphere, theatre arts, acting/reacting, plot, effect on audience etc.
Candidates may also refer to the devising process, but if the whole answer is based on this, mark out of 4.

8 marks

[END OF MARKING INSTRUCTIONS]