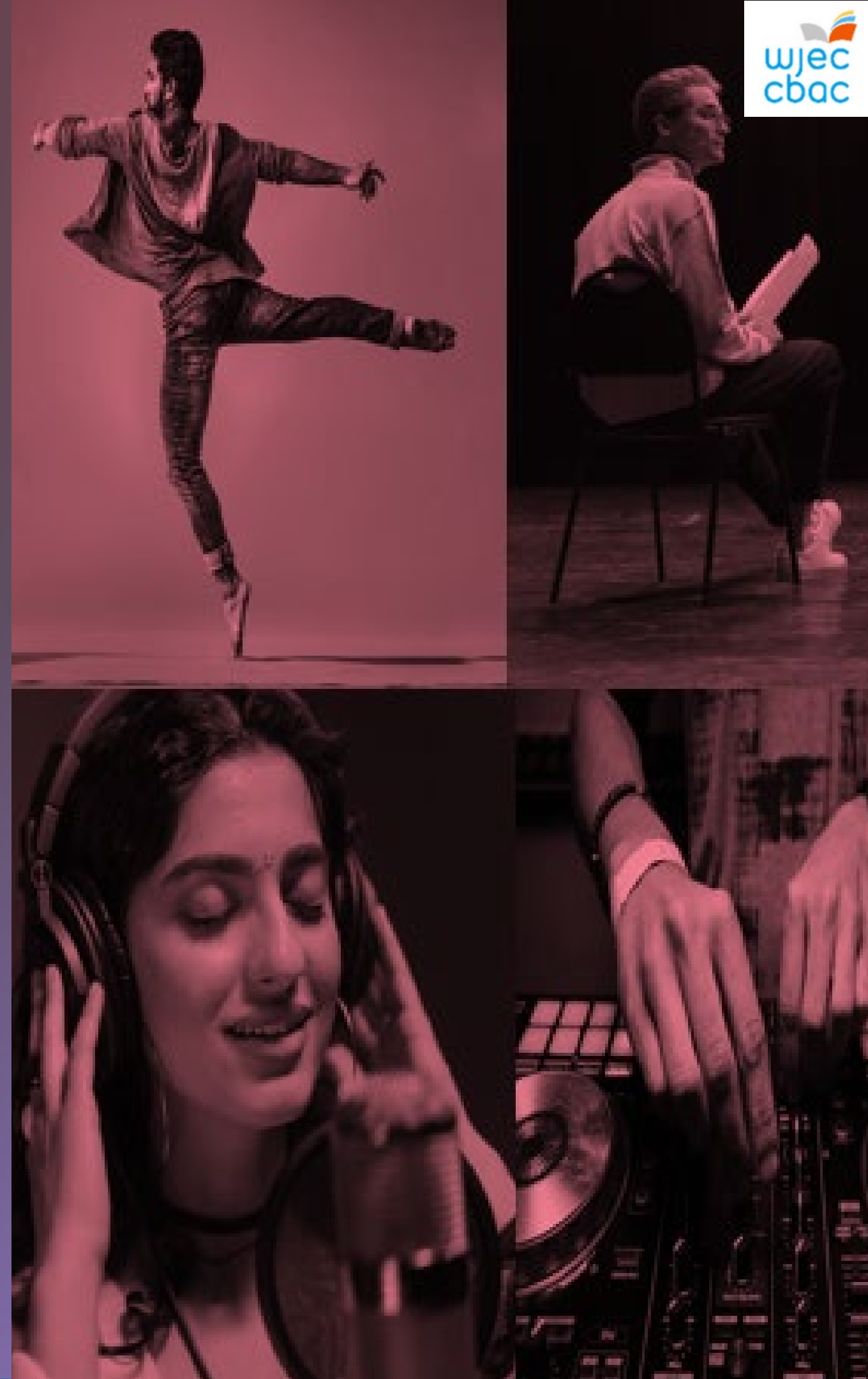


LEVEL 1 / 2 PERFORMING ARTS

UNIT 2

STUDENT GUIDE



What is this unit about?

In this unit you will create original work in response to a brief set by the examination board. You can select to work in any of the following disciplines:

Performance

Choreography

Composition

Composition using Technology

Devised Drama

Production

Costume Design (for 2 characters)

Lighting Design

Make Up and Hair (for 2 characters)

Set Design

Sound Design.

You will need to know how original work is created and the methods used for your chosen discipline. You will also need to know about producing work for a chosen target audience and venue. It will be important to have an understanding of different styles and how other practitioners create work.



1. Factors influencing your proposal
2. Development log
3. Performance or Presentation
4. Evaluation



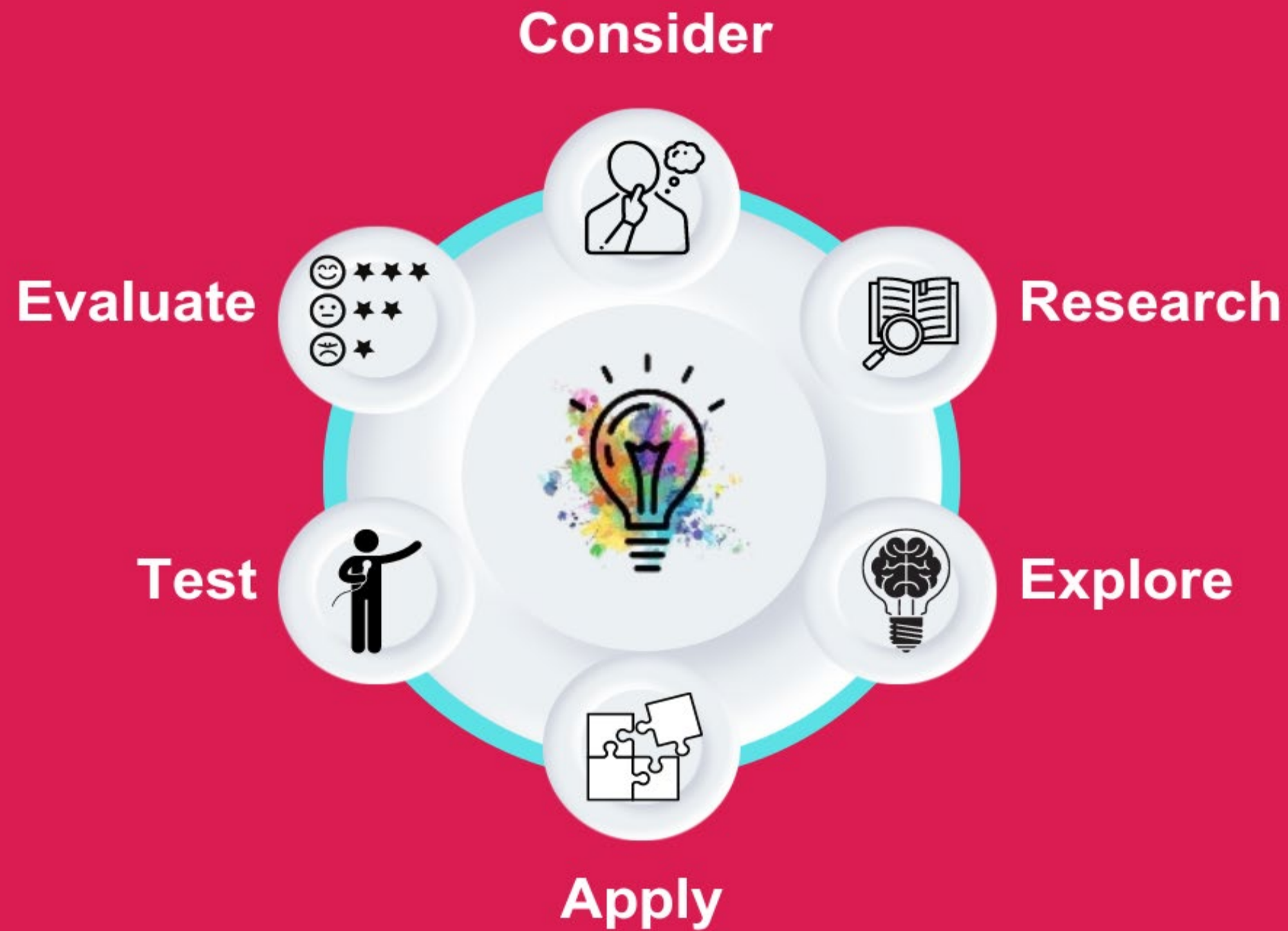


If you were working to a commission in the performing arts industry then your potential client would likely have a brief. This would set out the aims of the project and may include things like timescale, location, target audience. In order to be successful in being given the commission you would need to show how your proposal meets their vision and requirements.

For this unit you will be set a brief which you should work towards, this will give you information about a proposed theme your creation should be focused on.

You can be as creative as you want, providing you can make clear links back to the brief and explain your ideas.

CREATE CYCLE



Consider

Research

Explore

Apply

Test

Evaluate

Task 1 - Proposal

“

In this task you need to include the things you have been influenced by when creating your proposed idea. You need to think about **why** you are creating this piece and the sort of things you would need to consider.

”



Time: 2 hours



10 Marks

What Will You Create?

Performance - will you create one piece or more?

Production – will you design for a group in your class or for an existing performance?

What effect do you want your piece to have?

Who will your target audience be?

Where will the performance take place?

What will the scale of the piece be (for example, duet, ensemble)?

What styles have you considered?

What techniques will you use to create the work?



You should include

**Top
Tips**

- The intended **purpose**
- The intended **effect**
- The intended performance **space / occasion**
- The intended **audience**
- Themes and ideas (consideration of social or historical factors)
- The **scale** of the piece(s) (number of performers)
- Your own interests and previous experience
- Resources available (software, physical resources)
- Different performance **styles** and their demands



Name at least two people whose work you have investigated which has influenced you. Describe what you have looked at / watched / listened to / read. You should analyse what you like about it and how their approach fits your ideas. Don't just include key facts about the practitioner, for example dates, place of birth, consider what aspects of their work you will apply to your own and why.

Task 2 – Development Log

“When professionals create new work they are constantly reviewing and refining ideas. In this task you will reflect on your creative process and how your work is developing.”



Time: 3.5 hours



10 Marks

Performance Pathways



Will you work on your own or with others?
How will you be clear what your individual contribution is if working in a group?
How long will your piece be? (You should be aiming for **3 -10 minutes**)



What style will your piece be?
What is the structure of your piece?
What resources will you need?
How will it meet the brief and your individual intentions?



Look carefully at the list of discipline specific skills and techniques in the [assessment criteria](#) for Tasks 2 and 3 and make sure you are including all the things which are appropriate to your piece.

Production Pathways



Will you design for a group in your class or create new designs for an existing professional piece of work?



What style will your piece be?
How will your designs be appropriate for the style?
What materials will you need?
Will you adapt existing resources?



Look carefully at the list of discipline specific skills and techniques in the [assessment criteria](#) for Tasks 2 and 3 and make sure you are including all the things which are appropriate to your piece.



- **What will you do?** Keep a log when you create your piece and note down what you did.
- **Why will you do this?** What is the effect you are aiming for? How does this link to the brief?
- **How are you using discipline specific techniques?** Link this back to the practitioners you researched for Task 1, what features are you using and why? Make sure you are using key terminology accurately.
- **What impact has this had?** Think about how the piece has changed based on what you have done.
- **What feedback have you received?**
- **What do you need to do next?** Think about the whole of the creating process, do you need to go back and do some more research? Does an idea need refining?
- **Production Pathways** – make sure you keep focused on your discipline. How will you show development? Include initial designs, images / videos of you applying make up / programming lights or sound / making or adapting costumes.



Task 3 – Performance or Presentation

“In this task, you will perform your work or present your designs. You should try to perform / present to an audience so that you can get feedback.”



Time: 2 hours



20 Marks

Design	Requirements
Costume Design (for at least 2 characters)	<ol style="list-style-type: none"> 1. Development through drawings, sketches, final designs (digitally or on paper / collage / mood board / mannequin) 2. Recording of realised outcome in performance and / or photos / videos of the costumes being modelled and / or detailed designs 3. Clear explanation of how the piece achieves the desired effect (either written or audio / video recorded presentation)
Lighting Design	<ol style="list-style-type: none"> 1. Development through drawings, sketches, final designs (digitally or on paper / annotated screen shots) 2. Lighting plot 3. Evidence of rigging and plotting (either photo, notation or video) 4. Prompt copy or cue sheet 5. Recording of realised outcome in performance (or demonstration / description if resources do not allow) 6. Clear explanation of how the piece achieves the desired effect (either written or audio / video recorded presentation)
Sound Design	<ol style="list-style-type: none"> 1. Sound plot 2. Evidence of setting up and plotting (either photo, notation or video) 3. Prompt copy or cue sheet 4. Recording of realised outcome in performance (or evidence of tracks / effects) 5. Clear explanation of how the piece achieves the desired effect (either written or audio / video recorded presentation)



Production Requirements

Design	Requirements
Make Up and Hair (for at least 2 characters)	<ol style="list-style-type: none"> 1. Development through drawings, sketches, final designs (digitally or on paper / collage / mood board / model) 2. Recording of realised outcome in performance and / or photos / videos of the make up and hair being modelled and / or detailed designs 3. Clear explanation of how the piece achieves the desired effect (either written or audio / video recorded presentation)
Set Design	<ol style="list-style-type: none"> 1. Development through drawings, sketches, final designs (digitally or on paper / collage / mood board / model) 2. Set model (using industry standard scale, detail, including colour, texture, props) 3. Recording of the model / performance 4. Clear explanation of how the piece achieves the desired effect (either written or audio / video recorded presentation)



Task 4 - Evaluation

“

You will reflect on the work you have produced and evaluate both the outcome and how successful you have been in meeting the brief.

”



Time: 2.5 hours



20 Marks

You should include:

Feedback during the creating process. What feedback did you get? Did you act on it? How? If not, why not? Evaluate how it improved your final outcome.

Whether your creative outcome fulfilled the requirements of the brief. Don't just answer yes or no, explain how. Refer to the context you gave for your brief. Give specific examples.

Strengths and areas for future personal development. What were your strengths? What skills have you demonstrated? What can you do now that you couldn't before?

Feedback from the audience. What feedback were you given? Don't just repeat it, analyse it, say why the feedback was helpful (or not).

Action planning and targets for future creative proposals (what would you do differently?).

Top Tips

Analyse and evaluate

Don't just describe

Give examples

Evidence Checklist



Task 1: Outline of idea, intention and research



Task 2: Log showing how your work has developed throughout the whole process.
Milestone recordings of progress (early ideas / midway point / final outcome)



Task 3: Final performance or presentation (if opting for production discipline)
(if you have designed for a group then include a recording of this showing
your designs being realised)



Task 4: Evaluation



Unit 2 Frequently Asked Questions