

Subject: Performing Arts: Drama

Topic: Matilda - Choreography Year: 7





Stimulus - is a starting point for your movement. It's usually something that interests you. Stimuli (the plural of stimulus) can be broken down into 5 categories:

Visual

Auditory

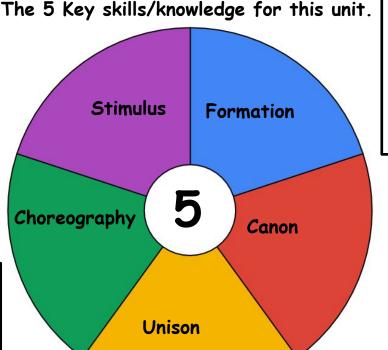
Kinaesthetic

Tactile

Ideational

Accumulation - is a term that means when one person after another joins in doing the same movement.

It's really effective, especially of you are trying to build towards the end of a piece.



Unison - In dance terms this means when everyone on stage is doing the same movements at the same time



Formation - When dancers on stage change the positions that they are standing in we call it a formation change.

Just like a football team would have a formation like "4,4,2" dancers need to know where they are positioned for each section of the dance



Canon - Is the act of doing the same movement as the person next to you, but one count after them, It creates a wave-like movement that can look really effective.

If you've ever seen a Mexican wave at a sporting event, that's canon!



## Matilda The Musical

Matilda the Musical is based on the 1988 children's novel, which was written by Roald Dahl and illustrated by Quentin Blake. *Matilda* was made in to a film in 1996. It was then adapted for stage by Dennis Kelly with music and lyrics by Tim Minchin. It is now a successful production, staged by the Royal Shakespeare Company (RSC).

## Peter Darling

Peter Darling is a British dancer and choreographer who created all the dances in the stage show of "Matilda". His other best known works are "Billy Elliot", "Charlie and the Chocolate Factory" and "Groundhog Day"

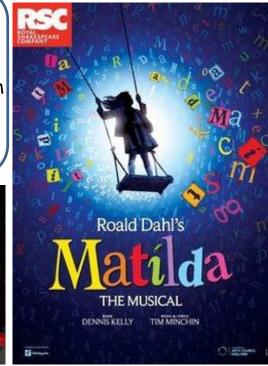


## **ASSESSMENT**

For your end of unit assessment, you will be required to complete two tasks:

- An end of unit written test.
- 2. A performance assessment of your "Bruce" choreography





## Performance reminders:

You've just done a unit on Matilda where we looked at creating a character so don't forget:

- Facial expressions
- · Body language
- · Gesture