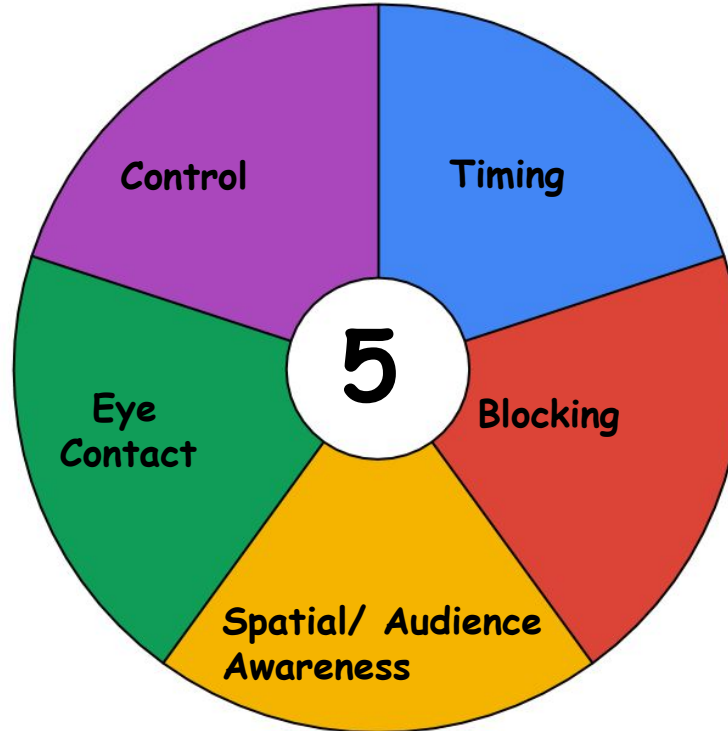




The 5 Key skills for this unit.



Control

An essential skill to ensure the safety of you and fellow performers. Control relates to the force you use to carry out a strike and your ability to 'strike' the right area.

Eye contact

You will use eye contact to ensure both parties are ready to carry out a strike. This is your unspoken way of communicating.

Timing

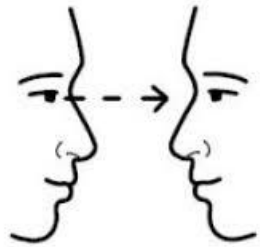
Good use of timing will ensure safety in your performance and control impact.

Blocking

You will decide where you and any other actor has to be in the performance space to make your fight look realistic and authentic.

Spatial/ Audience Awareness

Knowing safe distances and where to be in relation to other actors for both safety and audience perspective.



STAGE COMBAT - Steps to Success

Prepare - This is the eye contact before a strike.

Strike - The actual execution of the technique. This is when the 'knap' happens if it is required.

Follow through - The continuation of the strike.

Reaction - This is what the victim acts out after being struck by the attacker

Strikes you will learn to perform:

- Hair Pull
- Clap Slap
- Kick to the face
- Knee to the groin
- Floor kick
- Stacked punch

ASSESSMENT

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

1. An end of unit written test.
2. A performance assessment of your choreographed fight scene.

Knap: A technique for creating the sound of impact of a strike.

- **Body Knap:** A percussive slap to an area of muscle on the body (used for stacked punch).
- **Cage Knap:** A percussive slap made when the foot of one actor connects with their partner's slightly cupped hands (used for knee to the groin).
- **Clap Knap:** A percussive slap made when the victim claps their hands together (used for the face slap).
- **Shared Knap:** A percussive slap requiring participation of both combatants.

Percussive - to make a sound like a drum/thud