

Adams 12 Five Star School District Theatre Rubrics

Content Area: Drama and Theatre Arts

Eighth Grade Standard: Create

1. Creating and sustaining a believable character, 2. Participation in improvisation and play building, 3. Construction of technical and design elements

| | Character | Play Building | Technical |
|---|---|--|---|
| 4 | <ul style="list-style-type: none"> Develop and use previously acquired movement and vocal techniques in relation to roles or characters, and make choices about them in order to develop and convey roles or characters with commitment Generate, formulate, and apply character ideas to improvisation or scripted material Discover a character's internal factors – such as objectives, motivations, status, background, experiences, independent activities, emotional responses, and personality – and translate these into voice, language, and movement that are unique to a role or character Use the recall of sensory and personal experiences and the observation of the external world to motivate character behavior Use improvisation techniques effectively to explore the dramatic structures of scripts | <ul style="list-style-type: none"> Create new, original, and unique roles or characters of one's own imagining by experimenting with plot and narrative structures such as realistic and abstract, dialectics such as presenting conflicting or contrasting ideas, and dramatic metaphors Write an effective monologue and/or a series of dramatic scenes for an invented, literary, or historical situation or character Demonstrate previously acquired improvisation skills through the appropriate participation in improvisation games with established rules and improvisation processes Make, accept, and extend offers in improvisation, and contribute ideas in spontaneous and rehearsed scenes with a focus on the development and resolution of dramatic conflicts Use and adapt issue-specific themes found in history, culture, dramatic literature, and personal experience to write and create scenes and scripts | <ul style="list-style-type: none"> Conceptualize, hypothesize, and analyze ideas from scripted or improvised works into design elements Make and justify choices on the selection, and use design elements to support scripted and unscripted material Identify and analyze the application of design elements to scripted and unscripted material |
| 3 | <ul style="list-style-type: none"> Develop movement and vocal techniques in relation to roles or characters, and make some choices about them in order to develop and convey roles or characters Apply character ideas to improvisation or scripted material Discover some of a character's internal factors – such as objectives, motivations, status, background, experiences, independent activities, emotional responses, and personality – and attempt to translate these into voice, language, and movement Uses the observation of the external world to motivate character behavior Uses some improvisation techniques to explore the elements of scripts | <ul style="list-style-type: none"> Create roles or characters of one's own imagining by experimenting with plot and narrative structures Write a monologue or scene for an invented, literary, or historical situation or character Participate in improvisation games with established rules and improvisation processes Participate in making, accepting, and extending offers in improvisation Use specific themes to write and create scenes and scripts | <ul style="list-style-type: none"> Analyze ideas from scripted or improvised works into design elements Make choices on the selection, and use some design elements to support scripted and unscripted material Identify the use of some design elements for scripted and unscripted material |
| 2 | <ul style="list-style-type: none"> Struggles to develop movement and vocal techniques in relation to roles or characters Identify some character traits used in improvisation or scripted material Has difficulty in articulating character's internal factors – such as objectives, motivations, status, background, experiences, independent activities, emotional responses, and personality – and struggles to translate these into voice, language, and movement Struggles to use the observation of the external world to motivate character behavior, and limited use of improvisation techniques to explore the elements of scripts | <ul style="list-style-type: none"> Struggles to create roles or characters of one's own imagining by experimenting with plot and narrative structures Difficulty in writing a monologue or scene for a situation or character Struggles with participating in improvisation games Limited ability in making, accepting, and extending offers in improvisation Limited ability to write scenes and scripts | <ul style="list-style-type: none"> Struggles to analyze ideas from scripted or improvised works into design elements Struggles in using some design elements to support scripted and unscripted material |
| 1 | <ul style="list-style-type: none"> Does not develop movement and vocal techniques in relation to roles or characters. Unable to identify character traits used in improvisation or scripted material Does not articulate character's internal factors – such as objectives, motivations, status, background, experiences, independent activities, emotional responses, and personality – and struggles to translate these into voice, language, and movement Does not use the observation of the external world to motivate character behavior, or improvisation techniques to explore the elements of scripts | <ul style="list-style-type: none"> Unable to create roles or characters of one's own imagining Unable to write a monologue or scene for a situation or character Does not participate in improvisation games Inability to make, accept, and extend offers in improvisation Unable to write scenes and scripts | <ul style="list-style-type: none"> Cannot analyze ideas from scripted or improvised works into design elements Displays an inability to use design elements to support scripted and unscripted material |