

**Theatre in Education (TIE)** is a type of theatre designed to **teach people something**, often about social issues, history, or important life lessons.

**Key points:**

**Interactive:** The audience, often children or students, can **take part** in the performance.

**Educational:** The play **teaches a message** or explores topics like bullying, safety, or mental health.

**Engaging:** It uses **acting, movement, and sometimes workshops** to make learning fun and memorable.

**Real-life issues:** TIE often focuses on problems or situations young people might face, helping them understand different perspectives.  
It's a mix of **learning and entertainment**, so the audience can enjoy the story while also thinking about important lessons.

**Safety rules for stage combat in a drama**

- 1. Plan and Choreograph** – Every fight move must be rehearsed and agreed on beforehand.
- 2. Keep Safe Distance** – Maintain enough space between actors to avoid accidental contact.
- 3. Use Props Safely** – Only use fake or padded weapons; never real ones.
- 4. Communicate** – Talk to your partner and signal before performing moves.
- 5. Wear Appropriate Clothing** – Wear clothes and shoes suitable for movement to prevent slips or trips.
- 6. Warm Up Properly** – Stretch and warm up before stage combat to avoid injuries.
- 7. Follow the Director's Instructions** – Always do what the teacher or director says.
- 8. Controlled Movements** – Moves should look realistic but must be slow and controlled during practice.
- 9. Be Aware of Surroundings** – Make sure the stage/studio is clear of obstacles.
- 10. Stop if Unsafe** – If anything feels dangerous, stop immediately and tell the teacher.

**PHYSICAL SKILLS**

B

F

G

P

E

G

**VOCAL SKILLS**

V

E

T

A

P

P

P



**STAGE XCOMBAT MOVES**

**1. Punch**

Keep your fist **open or lightly closed**, not hitting the partner.

Swing **past your partner**, aiming to **miss them by a few inches**.

Add a **reaction from your partner** to make it look real.

**2. Slap**

Keep your hand **flat and relaxed**.

**Aim just past the partner's cheek** or shoulder.

Partner **reacts with head or body movement**, not actually being hit.

**3. Grab**

Pretend to **hold or grab** a hand or arm.

Keep **fingers loose** and avoid squeezing.

Partner **acts like they're caught** without resisting.

**4. Kick**

Keep your leg **straight but controlled**.

Swing **past the partner, not touching them**.

Partner **leans or steps back** to sell the kick.

**5. Roll**

Use a **soft floor or mat**.

Tuck your **head and shoulders**, roll across your back or shoulder.

Keep arms **close to the body** to avoid injury.

**6. Stomach Punch**

Swing your fist **just past the stomach**.

Partner **arches back or doubles over**, reacting to the "impact."

**7. Hair Pull**

Place your hand **near the hair**, not gripping it.

Partner **leans back or moves head**, creating the illusion of a pull.

**YEAR 8 Drama KO TERM 3**

Drama techniques

**Cross-cutting:** where the action moves **back and forth** between two or more scenes that are happening **at the same time**.

A **monologue** is a **long speech** by one character in a play

**Role-on-the-wall** is where you draw a **person's outline** on a sheet of paper or board and write **facts, feelings, thoughts, and personality traits** inside the outline. Outside the outline, you write how **other people see them**. It helps actors understand a character better.

**Flashback** A **scene that shows something that happened in the past**

**Narration** is when a character or a separate voice **tells the audience what is happening** in the story. It helps explain events,