Surname	Centre Number	Candidate Number
Other Names		0



**GCSE** 

4153/01



DRAMA
UNIT 3

A.M. TUESDAY, 24 May 2016

1 hour 30 minutes

For Examiner's use only			
Section	Maximum Mark	Mark Awarded	
A (i)	4		
A (ii)	6		
A (iii)	10		
A (iv)	20		
Section B	10		
Total	50		

#### **INSTRUCTIONS TO CANDIDATES**

Use black ink or black ball-point pen.

Write your name, centre number and candidate number in the spaces at the top of this page.

Answer **one** question in Section A and **one** question in Section B. Section A is based on the set text you have studied. Each question consists of four parts.

Section B is based on your final performance from a text.

You are allowed to take a copy of the set text you have studied into the examination room.

Annotation should be limited to underlining and highlighting only.

Write your answers in the spaces provided in this booklet.

#### INFORMATION FOR CANDIDATES

You are advised to spend 1 hour and 10 minutes on Section A and 20 minutes on Section B.

The maximum mark for this paper is **50**.

The number of marks is given in brackets at the end of each question or part-question.

You are reminded that assessment will take into account the quality of written communication used in your answers that involve extended writing (questions iii and iv) and in Section B.

All page references apply to the editions stipulated in the specification.

No credit will be given for material copied out from editors' notes contained in your texts (e.g. introductions, commentaries, footnotes).

If you need additional paper, please ask your invigilator and attach the sheets securely to this question-and-answer booklet.

SECTION A
1. Macbeth: page 3
2. Confusions: page 10
3. Our Town: page 17
4. Face: page 24
5. Burning Monkey: page 31

# **SECTION B**

6. page 38

#### **SECTION A**

#### 1. MACBETH

## Answer all questions.

Look at Page 27: Enter Lady Macbeth, to page 29: MACBETH: Making the green one red.

How would the actor playing LADY MACBETH move at the beginning of this section?

	You should refer to the character's movement and facial expressions, giving reasons for your answer.  [4]
(ii)	Discuss your ideas for suitable lighting and sound <b>for this section</b> .  In your answer refer to how lighting and sound effects/music could be used to create atmosphere, giving reasons for your answer.  [6]

© WJEC CBAC Ltd. (4153-01) Turn over.

- As an **actor** how would you perform the role of MACBETH to an audience **in this section**? *In your answer you should refer to:* (iii)
  - character motivation
  - voice

  - movement and gesture interaction with other characters.

Give reasons for your answer.	[10]

Examiner only
4153

- (iv) As a **stage designer**, explain your ideas **for this section**.
  - (a) Draw a basic labelled ground plan of your chosen stage **showing only** entrances, exits and audience position. [4]

GROUND	PL	AN
--------	----	----

Type of Stage:	
----------------	--

	7
	С
က	9
2	$\subseteq$
4	ò

(b)	<ul><li>this section:</li><li>production style</li></ul>				
	•	choice of stage set and props costume and make-up for <b>two</b> characters.	[16]		
•••••	•••••				


## 2. CONFUSIONS

# Answer all questions.

Look at GOSFORTH'S FÊTE, Page 61: A tea tent, to page 64: MRS PEARCE: Oh dear.

(i)	How would the actor playing MRS PEARCE move at the beginning of this section?  You should refer to the character's movement and facial expressions, giving reasons for your answer.  [4]
(ii)	Discuss your ideas for suitable lighting and sound <b>for this section</b> .  In your answer refer to how lighting and sound effects/music could be used to create atmosphere, giving reasons for your answer.  [6]

(iii)	As	an	actor	how	would	you	perform	the	role	of	MILLY	to	an	audience	in	this
	sec	tio	n?													

In your answer you should refer to:

- character motivation
- voice
- movement and gesture interaction with other characters.

Give reasons for your answer.	[10]

Turn over. © WJEC CBAC Ltd. (4153-01)

4153 010011

- (iv) As a **stage designer**, explain your ideas **for this section**.
  - (a) Draw a basic labelled ground plan of your chosen stage **showing only** entrances, exits and audience position. [4]

#### **GROUND PLAN**

Type of Stage:	
----------------	--

© WJEC CBAC Ltd. (4153-01) Turn over.

(b)	Look at the following design elements and discuss how you would use them in staging this section:							
	•	production style choice of stage set and props costume and make-up for <b>two</b> characters.	16]					
		[	.01					

Examiner only

• • • •

## 3. OUR TOWN

# Answer all questions.

**Look at Page 56:** GEORGE: Be back in a minute, **to page 59:** He slowly dodges a puddle and disappears into his house.

(i)	How would the actor playing MRS WEBB move at the beginning of this section? You should refer to the character's movement and facial expressions, giving reasons your answer.	for [4]
(ii)	Discuss your ideas for suitable lighting and sound <b>for this section</b> .  In your answer refer to how lighting and sound effects/music could be used to create atmosphere, giving reasons for your answer.	ate [6]

© WJEC CBAC Ltd. (4153-01) Turn over.

(iii)	As an actor how would you perform the role of GEORGE to an audience in this
	section?

In your answer you should refer to:

- character motivation
- voice
- movement and gesture interaction with other characters.

Give reasons for your answer.	[10]

4153	10	

E	Examiner only
	4153

- (iv) As a **stage designer**, explain your ideas **for this section**.
  - (a) Draw a basic labelled ground plan of your chosen stage **showing only** entrances, exits and audience position. [4]

GR	0	Ш	N	n	P	ΙΔ	N
911	$\mathbf{C}$	•		_		-	

Type of Sta	je:
-------------	-----

Examiner
only

(b) Look at the following design elements and discuss how you would use th this section:			ald use them in staging
	•	production style choice of stage set and props	
	•	set and props costume and make-up for <b>two</b> characters.	[16]
•••••			
•••••	•••••		
••••••	• • • • • • • • • • • • • • • • • • • •		
•••••			
••••••	• • • • • • • • • • • • • • • • • • • •		
•••••	•••••		
•••••			
•••••			

Examiner only

## 4. FACE

## Answer all questions.

Look at Face, Act 2, Scene 2, from page 59: The class turns and is suddenly in assemble	y
to page 63: Martin picks up his phone, calls Natalie.	

(i)	How would the actor playing HEAD TEACHER move at the beginning of this section? You should refer to the character's movement and facial expressions, giving reasons to your answer.	for [4]
•••••		••••
(ii)	Discuss your ideas for suitable lighting and sound <b>for this section</b> .  In your answer refer to how lighting and sound effects/music could be used to crea atmosphere, giving reasons for your answer.	<i>ite</i> [6]
••••••		···•
• • • • • • • • • • • • • • • • • • • •		
•••••		

Еха	n	١i	n	ıe	r
0	n	l۱	/		

As an actor how would you perform the role of PRESENT MARTIN to an audience (iii) in this section?

In your answer you should refer to:

- character motivation
- voice
- movement and gestureinteraction with other characters.

Give reasons for your answer.	[10]

- (iv) As a **stage designer**, explain your ideas **for this section**.
  - (a) Draw a basic labelled ground plan of your chosen stage **showing only** entrances, exits and audience position. [4]

GRO	JND	PL	AN.	
-----	-----	----	-----	--

Type of Stage:	

(b)	Look <b>this</b>	Look at the following design elements and discuss how you would use them in staging this section:				
	•	production style choice of stage set and props costume and make-up for <b>two</b> characters.	[16]			
		costume and make-up for two characters.	[10]			
••••••						
•••••						
	•••••					
***********	• • • • • • • • • • • • • • • • • • • •					
•••••						
•••••	•••••					
•••••						
•••••						
•••••						
•••••						
	•••••					
•••••	•••••					

Examiner only

## 5. BURNING MONKEY

# Answer all questions.

Look at Burning Monkey, Scene One on page 3: Monday night, to the end of the scene on page 6.

(i)	How would the actor playing MONKEY move at the beginning of this section?  You should refer to the character's movement and facial expressions, giving reasons for your answer.  [4]
(ii)	Discuss your ideas for suitable lighting and sound <b>for this section</b> .  In your answer refer to how lighting and sound effects/music could be used to create atmosphere, giving reasons for your answer.  [6]
<b></b>	

- As an **actor** how would you perform the role of OLD to an audience **in this section**? *In your answer you should refer to:* (iii)
  - character motivation
  - voice

  - movement and gesture interaction with other characters.

Give reasons for your answer.	[10]

	Examiner only

- (iv) As a **stage designer**, explain your ideas **for this section**.
  - (a) Draw a basic labelled ground plan of your chosen stage **showing only** entrances, exits and audience position. [4]

GR	0	Ш	N	n	P	ΙΔ	N
911	$\mathbf{C}$	•		_		-	

Type	of	Stage:	

Examiner
only

(b)	k at the following design elements and discuss how you would use them in st section:	em in staging		
	•	production style choice of stage set and props		
	•	set and props costume and make-up for <b>two</b> characters.	[16]	
•••••				
•••••				
•••••				
•••••	•••••			
•••••	•••••			
•••••				
•••••	•••••			
•••••				
•••••				
•••••	•••••			

Examiner only

## **SECTION B**

Answer **one** of the following questions.

			Answer one of the following questions.	
6.	EITHER,	(i)	Think back to your performance from a text. Analyse and exmoments where you used voice and movement effectively.	valuate <b>three</b> key
			In your answer you should:	
			<ul><li>State the title of your chosen play</li><li>State your character(s)</li><li>Give clear examples.</li></ul>	[10]
	OR,	(ii)	Think back to your contribution to your group's performance fro and evaluate how your design contributed to the whole performance.	
			In your answer you should:	
			<ul><li>State the title of your chosen play</li><li>State your design role</li></ul>	
			Give clear examples.	[10]
	•••••			
	•••••			
	•			
	•····			
	•••••			
	•••••			
	•••••	•••••		······································
	•••••			
	•••••			

Examiner only

E)	examiner only

## **END OF PAPER**