

SMARTWIZ

GRADE10 DRAMATIC ARTS EXAM

MARKS: 100

MARKS	

TIME: 2 hours

SCHOOL _____

CLASS (e.g. 4A) _____

SURNAME _____

NAME _____

Instructions for Learners:

- Read all the instructions carefully before you begin the exam.
- Write your name and learner number clearly on the answer sheet/booklet.
- Answer all the questions unless otherwise instructed.
- Show all your work/calculations where applicable.
- Write neatly and legibly.
- Use only blue or black ink. *Do not use correction fluid or tape.*
- No electronic devices (calculators, phones, etc.) are allowed unless explicitly permitted.
- Raise your hand if you have any questions.
- Do not talk to other learners during the exam.
- Any form of cheating will lead to disqualification.

This test consists of 6 pages including the cover page.

SECTION A: DRAMA THEORY AND VOCABULARY (40 marks)

Answer ALL questions.

1. Define the term 'blocking' in theatre and explain its importance during rehearsals. (4 marks)

2. Name and describe two different types of dramatic conflict. (6 marks)

3. Explain the difference between 'protagonist' and 'antagonist' with examples. (5 marks)

4. Discuss the function of 'soliloquy' in drama. Why is it important? (5 marks)

5. Describe three ways an actor can use their voice to express emotion on stage. (6 marks)

6. Explain what a 'theatrical convention' is and give two examples. (6 marks)

7. What is 'stagecraft'? List four elements included in stagecraft. (8 marks)

SECTION B: SCRIPT ANALYSIS AND INTERPRETATION (30 marks)

Read the following excerpt from a fictional play:

AMARA:

Why do you always run away when things get hard?

LEO:

Because facing it head-on feels like drowning.

AMARA:

But I'm here—let me be your lifeline.

1. **Identify the underlying issue in this exchange.** (3 marks)

2. **Describe the mood created by this dialogue and explain how it could be enhanced by lighting or sound.** (6 marks)

3. **Suggest two appropriate physical actions or gestures for AMARA and LEO during this scene to show their feelings.** (4 marks)

4. **Explain the importance of pauses in delivering this dialogue effectively.** (4 marks)

5. **Write a short continuation of this scene (6–8 lines), showing LEO beginning to accept help. Include stage directions.** (13 marks)

SECTION C: DRAMA PRACTICAL SKILLS (30 marks)

1. **What is the purpose of a 'warm-up' in drama rehearsals? Provide two examples of warm-up activities.** (6 marks)

2. **Explain how an actor can use facial expressions to show anger. Provide two examples.** (4 marks)

3. **List three ways to maintain character consistency during a live performance.** (6 marks)

4. **Describe the role of costume design in developing a character.** (6 marks)

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5. You are directing a scene where a character is scared. Give three instructions you would give to the actor about body language, voice, and movement. (8 marks)
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SECTION D: CREATIVE WORK (30 marks)

Choose ONE:

1. Write a dramatic monologue (8–10 lines) from the perspective of a character who has just discovered a secret about their best friend. Include notes on how the actor should deliver the lines (tone, gestures, movements). (30 marks)

OR

2. Create a dialogue (8–10 lines) between two characters who disagree about taking a risk. Include stage directions that highlight the tension and conflict. Explain how you would use lighting or sound to support the scene. (30 marks)

End of Exam

TOTAL : 100

MEMO

SECTION A: DRAMA THEORY AND VOCABULARY (40 marks)

1. **Define 'blocking' and explain its importance** (4 marks)

- Blocking: The planned movement and positioning of actors on stage (2 marks)
 - Importance: Helps actors know where to stand/move, ensures smooth flow, and maintains visual interest (2 marks)
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2. **Two types of dramatic conflict** (6 marks)

- Man vs Man: Conflict between characters (2 marks)
 - Man vs Self: Internal struggle within a character (2 marks)
(Other valid types: Man vs Society, Man vs Nature, etc.)
 - Description of each conflict type (2 marks)
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3. **Difference between protagonist and antagonist with examples** (5 marks)

- Protagonist: Main character/hero of the story (2 marks)
 - Antagonist: Character opposing the protagonist (2 marks)
 - Example: Harry Potter (protagonist) vs Voldemort (antagonist) (1 mark)
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4. **Function of soliloquy and its importance** (5 marks)

- Soliloquy: A speech where a character speaks thoughts aloud alone on stage (2 marks)
 - Importance: Reveals inner thoughts, feelings, and motives to the audience (3 marks)
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5. **Three ways actors use voice to express emotion** (6 marks)

- Pitch (high/low) (2 marks)
 - Volume (loud/soft) (2 marks)
 - Pace (fast/slow) (2 marks)
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6. Theatrical convention and two examples (6 marks)

- Theatrical convention: Accepted techniques or methods used to present a story on stage (2 marks)
 - Examples: Flashbacks, soliloquy, breaking the fourth wall, slow motion (2 x 2 marks)
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7. Definition of stagecraft and four elements (8 marks)

- Stagecraft: Technical aspects of theatre production (2 marks)
 - Elements: Lighting, sound, set design, costume, props, makeup, special effects, stage management (4 elements x 1.5 marks each)
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SECTION B: SCRIPT ANALYSIS AND INTERPRETATION (30 marks)

1. Underlying issue in excerpt (3 marks)

- Leo's avoidance of problems/emotions (2 marks)
 - Amara's offer of support (1 mark)
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2. Mood and enhancement by lighting/sound (6 marks)

- Mood: Tense, emotional, supportive (3 marks)
 - Lighting: Soft, dim, or spotlight to focus on intimacy (2 marks)
 - Sound: Slow music or silence to heighten emotion (1 mark)
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3. Physical actions/gestures for Amara and Leo (4 marks)

- Amara: reaching out, gentle touch (2 marks)
 - Leo: looking away, hesitant movements (2 marks)
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4. Importance of pauses in delivery (4 marks)

- Pauses allow emotions to sink in (2 marks)
- Create tension and realism in conversation (2 marks)

5. **Dialogue continuation and stage directions** (13 marks)

- Logical progression (5 marks)
 - Inclusion of emotional shifts/acceptance (3 marks)
 - Clear stage directions (movement, expression) (5 marks)
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SECTION C: DRAMA PRACTICAL SKILLS (30 marks)

1. **Purpose of warm-up and two examples** (6 marks)

- Warm-ups prepare voice and body (2 marks)
 - Examples: Tongue twisters, physical stretches, breathing exercises (2 examples x 2 marks)
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2. **Facial expressions showing anger with examples** (4 marks)

- Furrowed brows, clenched jaw (2 marks)
 - Narrowed eyes, flared nostrils (2 marks)
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3. **Three ways to maintain character consistency** (6 marks)

- Stay in character during all scenes (2 marks)
 - Maintain voice, posture, and mannerisms (2 marks)
 - Avoid breaking character cues (2 marks)
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4. **Role of costume design** (6 marks)

- Reflects character's personality, status, or mood (3 marks)
 - Helps actor embody character physically and mentally (3 marks)
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5. **Director's instructions for scared character (body language, voice, movement)** (8 marks)

- Body language: trembling, hunched shoulders (3 marks)
- Voice: shaky, whispering (3 marks)
- Movement: hesitant steps, looking around nervously (2 marks)

SECTION D: CREATIVE WORK (30 marks)

Option 1: Monologue

- Emotional and expressive language (10 marks)
- Clear instructions on delivery (tone, gestures, posture) (10 marks)
- Creativity and originality (5 marks)
- Structure and flow (5 marks)

OR

Option 2: Dialogue with stage directions

- Realistic, tension-filled dialogue (10 marks)
- Stage directions illustrating emotions and conflict (7 marks)
- Use of lighting/sound explanation (5 marks)
- Creativity and coherence (8 marks)

Notes:

- Accept relevant and well-explained answers even if phrased differently.
- Partial marks for incomplete but relevant answers.
- Encourage specific examples and detailed explanations.

TOTAL : 100