

SMARTWIZ

GRADE 12 DRAMATIC ARTS EXAM

MARKS: 100

MARKS	

TIME: 2 HOURS

SCHOOL _____

CLASS (eg. 4A) _____

SURNAME _____

NAME _____

Instructions for Learners:

- Read all instructions carefully before you begin the exam.
- Write your full name and student number clearly on the answer sheet/book.
- Answer all questions unless otherwise instructed.
- Show all your work/calculations where necessary.
- Write neatly and clearly.
- Use only a blue or black pen. Do not use correction fluid or tape.
- Electronic devices (calculators, cell phones, etc.) are not allowed unless explicitly permitted.
- Raise your hand if you have any questions.
- Do not talk to other learners during the exam.
- Any form of dishonesty will result in immediate disqualification from the exam.

This exam consists of Five pages, including the cover page.

SECTION A: DEFINITIONS (20 marks)

Define the following terms in your own words. (2 marks each)

1. Pantomime

2. Cue sheet

3. Dramatic irony

4. Dress rehearsal

5. Blocking notation

6. Beat (in acting)

7. Character arc

8. Theatre convention

9. Role-on-the-wall

10. Tableau

SECTION B: MULTIPLE RESPONSE (10 marks) ▲

Choose **ALL** correct answers for each question. Multiple answers may be correct. (1 mark per correct option, no negative marking.)

1. Which of the following are design elements in theatre production?
☐ a) Lighting ☐ b) Script ☐ c) Set ☐ d) Music
2. Which are common purposes of theatre?
☐ a) Entertainment ☐ b) Education ☐ c) Meditation ☐ d) Social commentary
3. What are characteristics of physical theatre?
☐ a) Use of minimal props ☐ b) Emphasis on movement
☐ c) Heavy use of text ☐ d) Symbolism through body
4. Which of the following are examples of stage directions?
☐ a) (He exits) ☐ b) (Angrily) ☐ c) (Cue music) ☐ d) (Scene 3 opens in a kitchen)
5. Which are considered genres of theatre?
☐ a) Horror ☐ b) Satire ☐ c) Historical ☐ d) Epic theatre

SECTION C: ANALYSIS QUESTIONS (30 marks)

Answer the following in full sentences. (6 marks each)

1. Explain how **set design** contributes to the themes of a play.

2. Compare **realism** and **expressionism** in performance style.

3. Describe how an actor might prepare to portray a character very different from themselves.

4. How does **timing** affect the effectiveness of a comedic scene?

5. Why might a director choose to use **minimalism** in staging a play?

SECTION D: SCRIPT EXCERPT STUDY (20 marks)

Read the excerpt and answer the questions that follow.

Character A: (paces nervously) I told you already. He was there. Watching.

Character B: (calmly) You're imagining things again. You always do when the moon's full.

Character A: (stops) No. This was different. This time, he smiled.

1. What clues from the stage directions and dialogue tell us about Character A's emotional state? (4 marks)

2. How does Character B's tone and reaction contrast with Character A's? (4 marks)

3. Suggest one lighting and one sound choice that would enhance the mood of this scene. (4 marks)

4. What is the implied relationship between the characters? Justify your answer. (4 marks)

5. What genre might this excerpt belong to? Give a reason. (4 marks)

Write a short original scene for two characters (Approx. 12–15 lines)
Your script must include:

- Title of your scene:** _____

Script:

MYST PATHWORKS

 **END OF PAPER**

TOTAL: 100 MARKS

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SECTION A: DEFINITIONS (20 marks)

(2 marks each – 1 mark for accuracy, 1 for clarity)

1. **Pantomime** – A theatrical performance using exaggerated gestures and no spoken dialogue.
2. **Cue sheet** – A list used in theatre to track technical cues (e.g., lighting, sound, entrances).
3. **Dramatic irony** – When the audience knows something the characters do not.
4. **Dress rehearsal** – The final rehearsal with full costumes, props, and technical elements.
5. **Blocking notation** – Written notes showing actors' movements and positions on stage.
6. **Beat (in acting)** – A small pause or shift in intention or emotion in a scene.
7. **Character arc** – The transformation or inner journey of a character over a play.
8. **Theatre convention** – Accepted practices that guide performance (e.g., soliloquy, breaking the fourth wall).
9. **Role-on-the-wall** – A drama technique used to explore a character's inner and outer traits.
10. **Tableau** – A frozen group picture or scene created by actors using their bodies.



SECTION B: MULTIPLE RESPONSE (10 marks)

(1 mark per correct answer, max 10)

1. a) Lighting ✓
c) Set ✓
d) Music ✓
→ **Total: 3 marks**
2. a) Entertainment ✓
b) Education ✓
d) Social commentary ✓
→ **Total: 3 marks**
3. a) Use of minimal props ✓
b) Emphasis on movement ✓
d) Symbolism through body ✓
→ **Total: 3 marks**
4. a) (He exits) ✓
b) (Angrily) ✓
c) (Cue music) ✓
d) (Scene 3 opens in a kitchen) ✓
→ **Total: 4 marks**
5. b) Satire ✓
c) Historical ✓
d) Epic theatre ✓
→ **Total: 3 marks**

(Only count correct options; no penalties for extras.)



SECTION C: ANALYSIS QUESTIONS (30 marks)

Each question = 6 marks (2 for explanation, 2 for clarity, 2 for examples/insight)

1. **Set design:** Should show how visuals (props, color, furniture) support the play's setting, mood, and themes. E.g., a sparse set may reflect isolation or minimalism.
2. **Realism vs. Expressionism:**
 - Realism: Natural dialogue, believable behavior, true-to-life.
 - Expressionism: Stylized, exaggerated emotion or scenery to express inner reality.
3. **Actor preparation:** Research, empathy, physical/voice training, script study, rehearsal, role-playing unfamiliar behaviors or dialects.
4. **Timing in comedy:** Good comedic timing heightens punchlines, builds suspense, and prevents jokes from falling flat. Pauses, rhythm, and delivery are crucial.
5. **Minimalism in staging:** Emphasizes acting and message; avoids distraction; can be symbolic or budget-conscious.



SECTION D: SCRIPT EXCERPT STUDY (20 marks)

1. **Emotional state of Character A (4 marks):** Nervous, paranoid, unstable – suggested by pacing and defensive speech.
2. **Contrast with Character B (4 marks):** Calm, dismissive, rational – shown through calm tone and reference to past behavior.
3. **Lighting and sound suggestions (4 marks):**
 - Lighting: Cool, low lighting or a harsh spotlight for tension.
 - Sound: Soft eerie music or howling wind to build suspense.
4. **Implied relationship (4 marks):** Possibly siblings or close friends. One is protective/skeptical, the other unstable or prone to imagination.
5. **Genre (4 marks):** Psychological thriller or mystery – hints of suspense, distrust, and unclear reality.



SECTION E: CREATIVE TASK – MINI SCRIPT (20 marks)

Mark using these criteria:

- Clear conflict (4 marks)
- One accurate stage direction (2 marks)
- Consistent setting (2 marks)
- Emotional shift (4 marks)

- Structure, grammar, formatting (4 marks)
- Creativity/originality (4 marks)

Note: Allow flexibility. Look for originality, emotional journey, and dramatic structure.

✓ **TOTAL: 100 MARKS**

