



Drama



Knowledge Organiser

Year 9—Let Him Have It



COMMUNICATION



The purpose of sound design

Supporting the style of a production

Like all of the design elements, sound and music will help to support the overall style of a production. For example, a play in a **naturalistic** style would use realistic sound effects to create the impression of real life.

Creating mood and atmosphere

Sound and music can be an effective way to create mood on stage. Music can be used to heighten the mood of a scene, eg the use of sad strings to underscore an emotional **monologue**. Music can also be contrasted to the action on stage for dramatic effect.

The purpose of sound design:

- Convey the time period
- Convey the location
- Convey the time of day
- Convey themes or symbols—eg **POWER**
- Influencing Pace
- Communicate a character's personality

Sound effects, sourcing, underscoring and mixing

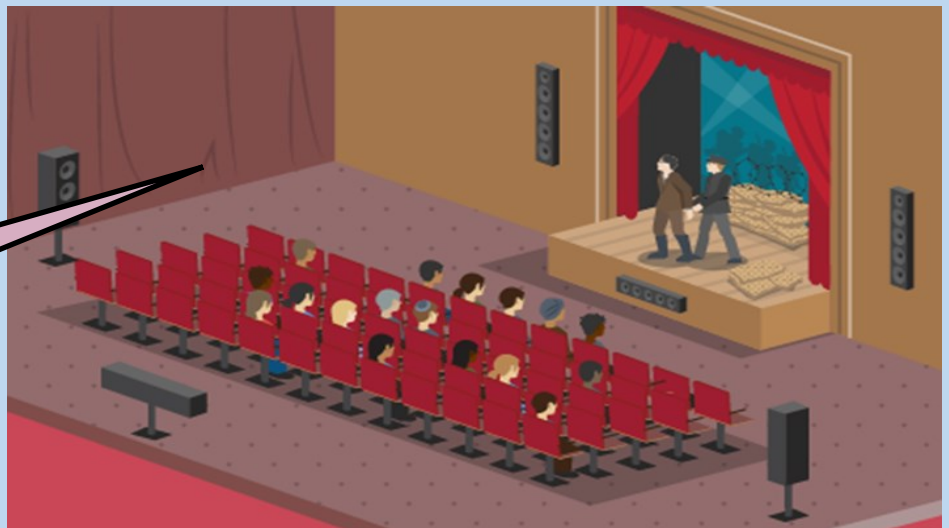
When designing sound, there are several aspects to consider, including:

- **sound effects**
- **diegetic** or **non-diegetic**
- live or recorded
- **sourcing**
- **underscoring**
- **mixing**

Diegetic or non-diegetic

Diegetic sound is sound that a character can hear within the world of the play. For example, when a character turns on the radio, the voices or music from it are heard by the character and the audience. **Non-diegetic** sound is sound that exists outside the world of the play. The audience can hear the sound but the characters cannot, eg a **narration** or underscore.

In Y9 we will consider theatre as a whole—not just as a performer



Let Him Have It — Drama Vocabulary—Keywords

Diegetic Sound

Non-diegetic Sound

Sound Effects

Underscoring

Atmosphere

Position and Direction

Pace

Dynamics