PANTOMIME ASSIGNMENT:

Actors Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class period:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Preview DUE: Outline and FINAL DUE:

Pantomime Notes

Definition of PANTOMIME:

Pantomime Skills and Techniques

**PROPERTIES** used in Pantomime- **TECHNIQUES** for movement:

All **OBJECTS** must be seen to have these: Your mime will make more sense if you use:

CONSISTENCY:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

CLARITY:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

DETAIL:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

DEFINITE/MEANINGFUL MOVES:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

TIMING:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

POISE & FOCUS:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

IDEAS to help you start thinking of your Pantomime Performance Story:

Possible Settings: Possible Subjects:

Kitchen Bathroom Cooking/Eating Shopping

Store Car Losing something Cleaning

Garden Beauty Parlor Babysitting a Brat Cheating

School Gas Station Music/Dance Lessons Hitchhiking

Lake/River Library Fishing/Hunting Bad Haircut

Tree House Dance Studio A New Toy / Cool Object Being Late

Campground Old Folk’s Home

Possible Characters:

Obnoxious Teenager Shy Person

Little Kid Clumsy Person

Old Granny/Grampa Air Head

\*1 to 2 Minutes long

\*A complete sequence of events (Tells a short story)

\*You will need a title and an introduction

\*No props allowed except a chair

\*No talking; not even mouthing words

Preview DUE: Outline and FINAL DUE:

NAME:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

PLANNING YOUR STORY:

Choose your CHARACTERS and SETTING.

CHARCTERS: SETTING:

Now, think of EVERYTHING that could happen with those people in that place. Make a list of the all the good and bad things you can imagine happening.

**Choose the best ideas from your list and start planning out your story.**

What is the MAIN conflict of your story going to be?

How will you come to a conclusion?

What are the important things you will need in your setting? (Doors, tables, car, etc.)

FINALLY: On another sheet of paper, make an OUTLINE of everything that happens in the correct order.