

Kindertransport

Question 6

As an actor, discuss how you would create mood and atmosphere at two moments in the performance text you have studied.

| Question | Answer | Marks | Guidance |
|----------|--|-------|--|
| 6 | <p data-bbox="435 179 1327 315">As an actor, discuss how you would create mood and atmosphere at two moments in the performance text you have studied.</p> <p data-bbox="435 322 1327 586">Level 3 (7–8 marks)</p> <ul data-bbox="435 358 1327 586" style="list-style-type: none"> • Very clear understanding of how an actor can create mood/atmosphere linked to the two moments in the performance text. • Two valid examples from the performance text which fully support the discussion and show how the actor creates mood and atmosphere. <p data-bbox="435 594 1327 815">Level 2 (4–6 marks)</p> <ul data-bbox="435 629 1327 815" style="list-style-type: none"> • Clear understanding of how an actor can create mood/atmosphere which are generally accurate, with some reference to the performance text. • Two examples from the performance text which show some ways an actor can create mood and atmosphere. <p data-bbox="435 822 1327 1008">Level 1 (1–3 marks)</p> <ul data-bbox="435 858 1327 1008" style="list-style-type: none"> • Limited discussion of how mood/atmosphere is created by the actor. • Limited reference to examples from the performance text. <p data-bbox="435 1015 1327 1400">0 marks No response or no response worthy of credit.</p> | 8 | <p data-bbox="1460 179 2254 251">The response should be from the perspective of an actor using the performance text.</p> <p data-bbox="1460 287 2254 322">Choice of any moments is for the candidate to make.</p> <p data-bbox="1460 358 2254 422">Accept for mood and atmosphere - menace, fear, tense, intimacy, horror, humour, etc.</p> <p data-bbox="1460 458 2254 529">To gain a Level 3 the response should be explicit in what mood and atmosphere is being created.</p> <ul data-bbox="1460 565 2254 1343" style="list-style-type: none"> • Level 3 responses should: <ul data-bbox="1510 601 2254 951" style="list-style-type: none"> ○ refer to two moments ○ have a very clear idea of how mood and atmosphere is created through the use of pause, voice, movement, gestures, proxemics, interaction with other characters, use of space, use of props, set, etc ○ show how the mood/atmosphere will support the plot/storyline ○ consider how the mood/atmosphere would impact on the audience/play, etc. • Level 2 responses should: <ul data-bbox="1510 1029 2254 1343" style="list-style-type: none"> ○ refer to two moments ○ have clear idea of how mood and atmosphere is created through some use of voice, pause, movement, gestures, proxemics, interaction with other characters, etc ○ consider how mood and atmosphere are important within the examples they have selected ○ consider some aspects of the potential impact of mood and atmosphere on the play/audience. |

