

DRAMA

Year 9 Term 1 & 2 Knowledge Organiser – DNA by Dennis Kelly

Plot

DNA is about a group of teenagers who could be described as a 'gang', who think they have accidentally killed one of their classmates. When they realise their terrible mistake, they try to cover it up, but inadvertently implicate an innocent man in the process (a postman with bad teeth). There are times throughout the play that the group could admit to what they did, but instead they weave a darker, more complex set of lies which results in the murder of Adam.

Characters

Phil	Meaning / Cold Group leader, the one that comes up with the plan.
John Tate	Controlling / Manipulative Starts as the leader but authority is weak and leaves the play early.
Leah	Insecure / Loyal Moral character who worries about the groups actions.
Mark	Cruel / Malicious Acts as a narrator, with Jan, and helps with the cover up.
Jan	Bullying / Intimidating Acts as a narrator with Mark and helps with the cover up.
Danny	Ambitious / Fearful More worried about becoming a dentist than Adam's wellbeing.
Richard	Insecure / Confident Unhappy with the cover up but goes along with it.
Cathy	Volatile / Sadistic She helps to kill Adam, is remorseless.
Brian	Nervous / Vulnerable Weakest member of the group, bullied into covering up the incident and has a breakdown as a result.
Lou	Unsuspecting / Spineless Follows who is in charge, worries about getting caught.
Adam	Victimised / Eager Bullied by the group and is killed by the group.

Themes in DNA

POWER

The ability to influence the behaviour of others. social group in order to be liked or respected by them

PEER PRESSURE - A

feeling that one must do the same things as other people of one's age and social group in order to be liked or respected by them.

ANTI-SOCIAL BEHAVIOUR

Acting in ways that cause harm or nuisance to others.

BULLYING

Repeated behaviour where you intentionally hurt someone else.

NATURE V NURTURE

Is our behaviour something we are born with or is it something we develop?

RESPONSIBILITY

Owning up to what you have done. In DNA, no one wants to own up or admit to what they have done.

GANGS

A group of people, especially young people, who go around together and often deliberately cause trouble. They have a shared interest.

Directing and performing scenes in DNA

- Proxemics – consider how far away or how close you stand to other characters to communicate their relationships with each other.
- Levels – how high or low we stand or sit to communicate status.
- Interaction – Think about how an actor can use eye contact and proximity to show how their character interacts with others on stage
- Movement – Think about how the character would move about the stage, use posture, gesture and stage position – how do these help to communicate emotions?
- Vocal skills – Consider accent, pace, pitch, tone, emphasis, pause and volume – how do these help to communicate emotions?
- Audience – Consider what effect you want the scene to have on an audience

KEY WORDS

Play text – the play; DNA

Themes – A reoccurring idea that is seen throughout the play.

Still image – creating an image to highlight a key moment in the scene or play.

Thought track – saying out loud your characters thoughts and feelings.

Role play – the act of pretending to be someone else.

Plot – the sequence of events that make up a play.

Exposition – the beginning of a play.

Narrative – the story being told.

Intentions – what the character wants and how this is communicated to an audience.

Status – the level of power or influence a character has over someone else.

Proxemics – the space between characters to communicate their relationships

Textual analysis – describing, analysing and researching a piece of text.

Transitions -the movement from one scene into another.

Monologue – a long speech said by one actor when there are other actors on stage.

Hot seating – answering questions in character to explore who your character is.

Vocal skills: pitch, pace, pause, volume, tone, intonation, emphasis.

Physical skills: facial expression, gesture, stance, stillness