

This document is intended to be used in conjunction with the Official Rulebook and Evaluation Criteria, and not as a substitute for either. Download the Official Fine Arts Rulebook and the Evaluation Criteria at www.faf.ag.org/rules.cfm.

DRAMA CATEGORIES

1. TELL A CLEAR STORY.

If we can't follow the plot then the drama loses its effectiveness. People won't stay interested if they don't "get it". Clarity is key in a five-minute drama so keep the audience in mind. If your drama needs to be explained afterwards, it isn't clear enough.

2. USE ALL THE PEOPLE ALL THE TIME.

If you have the people on stage, you might as well use them. If they aren't the main characters/focus think of creative ways they can be used, e.g. scenery, objects, etc. Block out (turned with back to the crowd while standing still) people as infrequently as possible.

3. DELIVER YOUR LINES.

Volume and clarity- if we can't hear you it doesn't matter what you are saying. Talk to a school drama coach about techniques and exercises for this skill. Practice your lines over and over using pacing and dynamics and listening to the enunciation. One idea is to say your lines as if you are reading a children's book to a child.

4. FACIAL EXPRESSIONS.

If you don't feel silly, you aren't being big enough with your emotions and actions. Be over the top! People in the back of the room need to be able to see your expression (facial and body).

5. USE THE STAGE WELL.

Don't turn your back to the audience when delivering lines. Be aware of upstaging: when people are blocking the audience's view of the main focal point of a scene. Use the whole stage. Think creatively about transitions.

6. THEME USE.

You must creatively interpret the annual theme in drama categories. Often the end of the drama is the best opportunity to drive the point home but make sure it's not just a tag on at the end. Thread it throughout the entire drama.

7. USE HUMOR WELL.

Humor is a very important part of drama. Even serious dramas need moments of levity. But inside jokes are not a good idea - only you get them so they are only funny to you or your group. Also, very obscure pop-culture references don't always work.

8. BE A CHARACTER.

Push the envelope in characterization and make lines and language match the character. Even when you're not the main character in a scene - stay engaged and in character - react!

9. START STRONG.

Why should we pay attention? Hook us right at the beginning. Keep the energy high from beginning to end.

10. CREATIVE TWISTS.

Think outside the box and take the same old stories (Bible stories) and tell them from a new perspective. One way is to modernize them.