



**LAMDA GRADED EXAMINATIONS  
IN PERFORMANCE  
at WOAPA**

**ACTING**

**GRADE: Entry Level**

The LAMDA Entry Level Award in Performance: Acting is designed to introduce learners to basic acting skills. Learners will perform one scene from memory, audibly and clearly. They will be able to show that they understand the meaning of what they are speaking. Their use of space will complement their performance.

**Learning Outcomes** - On completion of this unit the learner will be able to:

**Interpretation**

Perform one scene from memory, demonstrating an understanding of the material.

**Technique**

Use vocal skills in response to the text. Use the performance space in response to the text.

**Knowledge**

Know and understand the character in the chosen scene.

**Total examination time – 10 minutes.**

**Scene (Own Choice):**

**Interpretation and Technique**

Learners must perform from memory one solo scene of their own choice. The scene must be selected from a published play or screenplay or a published collection of solo or duologue scenes or be adapted from the dialogue of a published novel. The scene must NOT be from the “LAMDA Acting Anthology – Volume 5”.

***The scene must be a minimum of two minutes and no more than three minutes in performance time.*** The learner must announce the title, author and character prior to the performance. A legible copy of the scene should be provided for the examiner.

**Knowledge**

The learner will answer questions on the appearance of the character how the character is feeling in the scene.

In order to pass this unit the evidence that the learner presents for assessment needs to demonstrate that s/he can meet all the learning outcomes for the unit. The assessment criteria for a Pass grade describe the level of achievement required to pass this unit.

RQF Level: Entry Level [Entry 3]

Credit Value 4

Learning Outcomes	Pass	Merit	Distinction
Perform ONE scene from memory, demonstrating an understanding of the material	1.1 Communicate the sense of the written word some of the time 1.2 Demonstrate an understanding of the character some of the time 1.3 Perform from memory with fluency and focus some of the time	1.1 Communicate the sense of the written word most of the time 1.2 Demonstrate an understanding of the character and situation most of the time 1.3 Perform from memory with fluency and focus most of the time	1.1 Communicate the sense of the written word all of the time 1.2 Demonstrate an understanding of the character and situation all of the time 1.3 Perform from memory with fluency and focus all of the time
Use vocal skills in response to the text	2.1 Speak with audibility and clarity of diction some of the time	2.1 Speak with audibility and clarity of diction most of the time 2.2 Use pace and pause appropriate to the text most of the time	2.1 Speak with audibility and clarity of diction all of the time 2.2 Use pace and pause appropriate to the text all of the time
Use the performance space in response to the text	3.1 Perform with movement appropriate to the character and situation some of the time	3.1 Perform with movement appropriate to the character and situation most of the time	3.1 Perform with movement appropriate to the character and situation all of the time
Understand the character in the scene and where the scene is taking place	4.1 Give a brief outline of the feelings of the character in the scene  4.2 Give a brief description of the location of the scene	4.1 Give a secure outline of the feelings of the character in the scene  4.2 Give a secure description of the location of the scene	4.1 Give a detailed outline of the feelings of the character in the scene  4.2 Give a detailed description of the location of the scene

Information to help you assist your child at home

1- How the character is feeling in the scene.

There are 3 emotions (Mad/Sad/Glad). Everything else we consider to be emotions are feelings.

The difference is that emotions exist in the present and feelings exist in the past and future.

For example;

Guilt is a feeling we experience based on something that happened in the past.

Fear is a feeling we experienced based on something that might happen in the future.

Feelings trigger emotions. So, when you feel something like excitement, you will also feel happy/glad, or frustration which could make you feel sad or mad.

Situations trigger feelings. So, when asked how your character is feeling in the scene the best way to answer is to go through the piece and quote any line in which there is a shift in their emotions and remember this formula...

Situations trigger feelings. Feelings trigger emotions.

Eg: When my character says, “I can’t wait for my drama class”, They’re excited and happy.

While this response is good enough, it’s not going to score many points, due to the lack of explanation. This is where the magic word “Because” comes in to play.

Eg: When my character says, “I can’t wait for my drama class.” They’re excited and happy, because they have a really fun drama teacher, with a cool beard that doesn’t look silly at all.

Go through the piece and find a few moments like this to ensure a good score.

## 2- The location of the scene.

There’s a lot to consider with this question. The more detail you can give the better.

When answering, don’t just say, “I’m in my house.” Give us some more detail.

How big is the house?

What room are you in?

Is it a nice house?

What’s the weather like outside? (if it’s sunny they might have the window open, in which case the character will hear external sounds)

Where is the house located?

Are you alone in the house?

Do you share it with others?

If in doubt on how to answer, I recommend using the 5 senses.

What can you see/hear/smell etc.