**Pantomime Project!** NAME:

**Pantomime: *noun* 1.** the [art](http://dictionary.reference.com/browse/art) or technique of conveying emotions, actions, feelings, etc., by gestures without speech. **2.** a play or entertainment in [which](http://dictionary.reference.com/browse/which) the performers express themselves mutely by gestures, often to the accompaniment of music. (originates from ancient Rome)

**Objective:** Within two to four minutes, pantomime a story with an emotional arc to accompanying (wordless) music.

Note: “Wordless” does not just mean that the words were removed from the track. “Wordless” means that the original tune does/did not include lyrics.

1. What is your music? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

(If you are having difficulty finding music, movie soundtracks, classical, and new instrumental music is a good place to start. Pixar uses a lot of GREAT wordless songs in their films.)

1. Describe your character(s). Just giving age and occupation is NOT a description. More is necessary to develop a character.
2. What is the story?
	1. Beginning:
	2. Middle (conflict):
	3. End:
3. Choose **two specific moments** of physicality that you want Mrs. Fry to grade for the “Paying Attention to Detail” section. (Example, if the character is an artist maybe the act of mixing the paints is one of those moments and the other is the act of destroying the art when it isn’t good enough.)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

To complete *after* performance:

1. Reflect: How were you *feeling* when you were performing? What are things you are proud of for this project? What are things you wish you could do over?

(Rubric on Back)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Distinguished (5) | Proficient (3.5) | Basic (2.5) | Unsatisfactory (1) |
| Following Instructions/Requirements   | Follows **all** instructions on assignment sheet | Goes over or under time limit *or* music has words or implied lyrics. | Goes over or under time limit *and* music has words or implied lyrics. | Complete disregard for instructions or project objective.\*Project is a near-match to an example shown in class – borderline plagiarism. |
| Character | Well-developed characterization that partners extremely well with the emotion of the music. | Good intent with characterization that partners well with the emotion of the music. | Attempts to create a character, but borders on mimicking or “pretending.” And/or does not partner well with music. | No use of character. Student is mocking or “going through the motions.”  |
| Story (x2)  | Story has a complete arc (beginning, middle, and end) that shows clear conflict. There is unambiguous clarity. | Story has a developed arc (beginning, middle, and end) that attempts to show clear conflict. | Story attempts an arc (beginning, middle, and end) but sections are choppy, lacking in motivation, or disconnected. | Little conflict or story connection/disjointed from music and/or character. |
| Physicality/Paying Attention to Detail (x2) | Physical movements are clear, justified, and detailed. The actor “sees” the objects. Objects do not “appear” and “disappear” – there is clear tracking. | Physical movements are justified and attempt to be detailed. The actor “pretends to see” the objects. Objects sometimes “appear” and “disappear” | Physical movements are justified and somewhat detailed. The actor “does not see” the objects. Objects often “appear” and “disappear” | Physical movements are sloppy and lack detail. The actor “does not even try to see” the objects. Objects consistently “appear” and “disappear” |

TOTAL \_\_\_\_\_\_\_/30

**Answers to Frequently Asked Questions:**

* The music can be environmental/omnipresent where the character(s) is not aware of its presence or the music can be within the environment (practical) where it is playing on a radio or device that the character controls. The music can also stop and start throughout your scene – it doesn’t need to be playing the entire time if you don’t want it to.
* Do *not* include stage combat! You are not trained and the Black Box has a cement floor! Students have seriously hurt themselves in the past on this floor – don’t be one of those students.
* Yes, time can pass and locations can change during the course of your story. To make it clear, you simply turn your back to the audience and briefly pause before resuming your story. When you turn back around, it is clear we are in a new place or on a different day, etc.
* Yes, there can be invisible characters that your character interacts with.
* No, your music cannot be in another language besides English. No words…in any language!
* No, you should not simply retell stories like fairy tales, etc. Be creative!
* Yes, you may sigh, cough, scream, laugh, etc. You just can’t speak.