

# Y9 T2: Theatre Writing

## metaphor

**loaded vehicle** – a metaphor where the choice of vehicle has powerful connotations for the reader.

**universal symbolism** – symbolism that is frequently found in literature and art which almost always implies the same ideas.



**generic symbol:**  
light in general is a universal symbol which often represents goodness, truth or power.

**specific symbol:**  
sunrise is a universal symbol which often represents: the triumph of good over evil; new beginnings or new life.

## dialogue and sentence structure

**fragmentation:** a sentence that is not complete because it is missing either a subject, a verb or both.

**modification:** changing the quality of words by using extra information, usually adjectives and adverbs.

**expansion:** when you make a sentence longer by adding additional phrases or clauses.

**precise nouns/verbs:** using specific words to show exactly what it is you are describing, e.g. *Ferrari* instead of *car*. *Staggered* instead of *walked*.

**filler:** a meaningless phrase, word or sound a person makes while they think of what to say next.

**dialect:** language specific to region or group.

**idiolect:** language specific to an individual.

## devices

**protagonist:** the main character in a story.

**antagonist:** the primary opponent of the protagonist.

**flaw:** a character's notable weakness that a writer can take advantage of to create drama.

**motivation:** what drives a character; the goal for which they are aiming which informs how they behave.

**universal human truth:** an idea or experience that can be understood by anyone, anywhere, in any period of history.

**allusion:** an indirect reference to something else outside of text, for example the bible, mythology or other stories.

## theatre

**suspension of disbelief:** understanding that what you are watching isn't real but engaging with it as if it is.

**dialogue:** when two or more characters are speaking on stage

**plot:** the sequence of events in a play

**dramatic irony:** the tension created when the audience knows something that the characters don't.

**parallel action/scenes:** when separate but connected things are happening onstage at the same time.

**soliloquy:** when a character speaks their thoughts aloud in an extended speech to themselves or the audience.

**aside:** when a character briefly steps out of the action of the play to talk to the audience.

## vocabulary

**external conflict:** conflict or struggle which takes place between a character and an outside force.

**internal conflict:** when a character struggles with their own opposing desires or beliefs.

**Introspection:** reflective self-examination and exploration or thoughts and emotions.

## structure

**atmosphere:** the overall mood of a text, which is created by the writer's language choices. **exposition:** when key information is given about setting, character or situation, usually at the start

**rising action:** when there is a complication, and the tension starts to build.

**climax:** the most intense part of a story where the protagonist faces the central conflict head on.

**falling action:** when characters react to the climax and the writer starts to wrap the story up.

**denouement:** when the strands of the story are brought together and resolved, and any questions are answered.

**foreshadowing:** when the writer hints at something that will happen later in the story.