

STAGES & KEY VOCABULARY



A Proscenium Arch stage is a very traditional stage usually with an ornate archway that frames the stage. All of the audience sit on one side.



A **Traverse** theatre is also known as the 'catwalk' because the audience sit on two sides with all the action taking place down the middle.



An **End On** stage is the most commonly used. All the audience sit on one side with either a raised or flat stage.



An **In The Round** theatre is where the audience sit all around the stage. There is either two or four entrances and exits and these are through the seating on opposite sides of the stage.



A **Thrust** stage has the audience sat on three sides of the performing space making it feel like the audience are part of the action.



A **Promenade** theatre has no set stage and the audience follow the actors around as they perform in open spaces.

ALWAYS REMEMBER



The **fly space** is above the stage



The **apron** is at the front of the stage and it usually sticks out in front of the curtains



The **wing space** is at the sides of the stage



A **box set** has three complete sides of the stage



A **site specific** performance is not in a theatre but a chosen location



The **fourth wall** is an imaginary wall between the actors and the audience

Your questions will all be multiple choice so **always** read the options carefully before you make a decision



ROLES, RESPONSIBILITIES & KEY VOCABULARY



PLAYWRIGHT

Writing the script of the play, including the dialogue and stage directions. This is done **before** rehearsals start



UNDERSTUDY

Learning a part, including lines and movements, so they are able to take over a role for someone if needed when there is a planned or expected absence. This is done **during** rehearsals



SET DESIGNER

Designing the set of the play and the set dressing (objects placed on the stage). Providing sketches and other design materials before overseeing the creation of the set. This is **done** before rehearsals



STAGE MANAGER

Running the backstage elements of the play and supervising the backstage crew. Organising the rehearsal schedule and keeping lists of props and other technical needs. Creating a prompt book and calling the cues for the performance. This is done **during** rehearsals

PERFORMER

Appearing in a production, for example by acting, dancing or singing. Creating a performance or assuming a role on stage in front of an audience



SOUND DESIGNER

Designing the sound required for the performance, which may include music and sound effects. Considering if amplification, such as the use of microphones, is needed, and creating a sound plot. This is done **before** rehearsals and a plot sheet is created **during**



LIGHTING DESIGNER

Designing the lighting states and effects that will be used in a performance. Understanding the technical capabilities of the theatre and creating a lighting plot. This is done **before** rehearsals with a plot sheet created **during**



COSTUME DESIGNER

Designing what the actors wear on stage. Making sure that costumes are appropriate for the style and period of the piece. Ensuring the costumes fit the actors. Design done **before** rehearsals, fitting done **during**



PUPPET DESIGNER

Designing the puppets for a production, taking into account the style of puppets and how they will be operated. This is done **before** rehearsals

DIRECTOR

Overseeing the creative aspects of the production. Developing a 'concept' or central unifying idea for the production. Liaising with designers, rehearsing the actors and ensuring that all technical elements of the play are ready. Giving 'notes' to the actors to help improve their performances and agreeing the blocking (or movements) of the actors. Responsibilities **before** and **during** rehearsals



TECHNICIAN

Operating the technical equipment, such as the lighting and sound boards, **during** the performance.



THEATRE MANAGER

Running the theatre building, including overseeing the Front of House staff (ushers) and the box office staff who sell tickets. This is **during** performance

