

Year 8 Carousel weeks 1-14	Lesson 1 Learning intentions (what can a student do at the end of the lesson)	Lesson 2 Learning intentions (what can a student do at the end of the lesson)	Lesson 3 Learning intentions (what can a student do at the end of the lesson)
Carousel 1 Weeks 1 & 2 Superheros	Using retrieval practice, recall elements needs for the basics of characterisation Understand the role of a narrator Create a performance sequence Understand what makes a good super hero.	In groups create super hero cast. Devise still images to show superhero's in action. Work on characterisation of super hero's and their physicality's, voice and motives.	Understand what a 'montage' is in Drama Create a performance montage using mime and narration Display a clear understanding of spatial awareness
Weeks 3 & 4 Superheros	Understand what an 'alter ego' is within storytelling Implement alter ego into storyline and begin to piece performance together.	Understand what 'thought tracking' is and how it is used in drama Create a performance using thought tracking as a clear indication of an 'alter ego'.	Performance and assessment of super hero storyline. Peer feedback using TAG and self assessment using assessment sheets. Reflect on own performance.
Weeks 5 & 6 Hit and Run	Understanding of the basics of characterisation within drama and explore specific techniques. Understand what improvisation is and explore this technique by using the convention 'hot seating'.	Understanding how to use slow motion to 'mark the moment' in drama. Understand how to devise a piece of drama from a set stimulus and implement drama devices.	Understand how to piece scenes together using good transitions and drama conventions – including dual scenes and how they can be used effectively.

	Understanding how drama can be devised from a stimulus		
Weeks 7 & 8 Hit and Run	Devise the rest of the hit and run scenes to create a performance that flows well between each scene. Begin to devise final scene either showing flash back before the incident or flash forward showing how the incident unfolded afterwards.	Rehearse and refine hit and run performance. Block performance from start to finish to decide on staging. Costumes and props.	Understanding of basic performance based discipline Understanding the importance of performance focus Understand how to work within a group to devise and perform a piece of drama.
2nd carousel Weeks 9 & 10 Superheros	Using retrieval practice, recall elements needs for the basics of characterisation Understand the role of a narrator Create a performance sequence Understand what makes a good super hero.	In groups create super hero cast. Devise still images to show superhero's in action. Work on characterisation of super hero's and their physicality's, voice and motives.	Understand what a 'montage' is in Drama Create a performance montage using mime and narration Display a clear understanding of spatial awareness
Week 11 & 12 Superheros	Understand what an 'alter ego' is within storytelling Implement alter ego into storyline and begin to piece performance together.	Understand what 'thought tracking' is and how it is used in drama Create a performance using thought tracking as a clear indication of an 'alter ego'.	Performance and assessment of super hero storyline. Peer feedback using TAG and self assessment using assessment sheets. Reflect on own performance.

Weeks 13 & 14 Hit and Run	Understanding of the basics of characterisation within drama and explore specific techniques. Understand what improvisation is and explore this technique by using the convention 'hot seating'. Understanding how drama can be devised from a stimulus	Understanding how to use slow motion to 'mark the moment' in drama. Understand how to devise a piece of drama from a set stimulus and implement drama devices.	Understand how to piece scenes together using good transitions and drama conventions – including dual scenes and how they can be used effectively.
Weeks 15& 16 Hit and Run	Devise the rest of the hit and run scenes to create a performance that flows well between each scene. Begin to devise final scene either showing flash back before the incident or flash forward showing how the incident unfolded afterwards.	Rehearse and refine hit and run performance. Block performance from start to finish to decide on staging. Costumes and props.	Understanding of basic performance based discipline Understanding the importance of performance focus Understand how to work within a group to devise and perform a piece of drama.
3rd carousel Weeks 17 & 18 Superheros	Using retrieval practice, recall elements needs for the basics of characterisation Understand the role of a narrator Create a performance sequence	In groups create super hero cast. Devise still images to show superhero's in action. Work on characterisation of super hero's and their physicality's, voice and motives.	Understand what a 'montage' is in Drama Create a performance montage using mime and narration Display a clear understanding of spatial awareness

	Understand what makes a good super hero.		
Weeks 19 & 20 Superheros	Understand what an 'alter ego' is within storytelling Implement alter ego into storyline and begin to piece performance together.	Understand what 'thought tracking' is and how it is used in drama Create a performance using thought tracking as a clear indication of an 'alter ego'.	Performance and assessment of super hero storyline. Peer feedback using TAG and self assessment using assessment sheets. Reflect on own performance.
Weeks 21&22 Hit and Run	Understanding of the basics of characterisation within drama and explore specific techniques. Understand what improvisation is and explore this technique by using the convention 'hot seating'. Understanding how drama can be devised from a stimulus	Understanding how to use slow motion to 'mark the moment' in drama. Understand how to devise a piece of drama from a set stimulus and implement drama devices.	Understand how to piece scenes together using good transitions and drama conventions – including dual scenes and how they can be used effectively.
Weeks 23&24 Hit and Run	Devise the rest of the hit and run scenes to create a performance that flows well between each scene. Begin to devise final scene either showing flash back before the incident or flash forward showing how the incident unfolded afterwards.	Rehearse and refine hit and run performance. Block performance from start to finish to decide on staging. Costumes and props.	Understanding of basic performance based discipline Understanding the importance of performance focus Understand how to work within a group to devise and perform a piece of drama.

4th Carousel Weeks 25 & 26 Superheros	Using retrieval practice, recall elements needs for the basics of characterisation Understand the role of a narrator Create a performance sequence Understand what makes a good super hero.	In groups create super hero cast. Devise still images to show superhero's in action. Work on characterisation of super hero's and their physicality's, voice and motives.	Understand what a 'montage' is in Drama Create a performance montage using mime and narration Display a clear understanding of spatial awareness
Weeks 27&28 Superheros	Understand what an 'alter ego' is within storytelling Implement alter ego into storyline and begin to piece performance together.	Understand what 'thought tracking' is and how it is used in drama Create a performance using thought tracking as a clear indication of an 'alter ego'.	Performance and assessment of super hero storyline. Peer feedback using TAG and self assessment using assessment sheets. Reflect on own performance.
Weeks 29&30 Hit and Run	Understanding of the basics of characterisation within drama and explore specific techniques. Understand what improvisation is and explore this technique by using the convention 'hot seating'. Understanding how drama can be devised from a stimulus	Understanding how to use slow motion to 'mark the moment' in drama. Understand how to devise a piece of drama from a set stimulus and implement drama devices.	Understand how to piece scenes together using good transitions and drama conventions – including dual scenes and how they can be used effectively.
Weeks 31&32 Hit and Run	Devise the rest of the hit and run scenes to create a performance	Rehearse and refine hit and run performance.	Understanding of basic performance based discipline

	that flows well between each scene. Begin to devise final scene either showing flash back before the incident or flash forward showing how the incident unfolded afterwards.	Block performance from start to finish to decide on staging. Costumes and props.	Understanding the importance of performance focus Understand how to work within a group to devise and perform a piece of drama.
5th Carousel Weeks 33&34 Superheros	Using retrieval practice, recall elements needs for the basics of characterisation Understand the role of a narrator Create a performance sequence Understand what makes a good super hero.	In groups create super hero cast. Devise still images to show superhero's in action. Work on characterisation of super hero's and their physicality's, voice and motives.	Understand what a 'montage' is in Drama Create a performance montage using mime and narration Display a clear understanding of spatial awareness
Weeks 35-36 Superheros	Understand what an 'alter ego' is within storytelling Implement alter ego into storyline and begin to piece performance together.	Understand what 'thought tracking' is and how it is used in drama Create a performance using thought tracking as a clear indication of an 'alter ego'.	Performance and assessment of super hero storyline. Peer feedback using TAG and self assessment using assessment sheets. Reflect on own performance.
Weeks 37 & 38 Hit and Run	Understanding of the basics of characterisation within drama and explore specific techniques. Understand what improvisation is and explore this technique by using the	Understanding how to use slow motion to 'mark the moment' in drama. Understand how to devise a piece of drama from a set stimulus and implement drama devices.	Understand how to piece scenes together using good transitions and drama conventions – including dual scenes and how they can be used effectively.

	convention 'hot seating'. Understanding how drama can be devised from a stimulus		
Weeks 39&40 Hit and Run	Devise the rest of the hit and run scenes to create a performance that flows well between each scene. Begin to devise final scene either showing flash back before the incident or flash forward showing how the incident unfolded afterwards.	Rehearse and refine hit and run performance. Block performance from start to finish to decide on staging. Costumes and props.	Understanding of basic performance based discipline Understanding the importance of performance focus Understand how to work within a group to devise and perform a piece of drama.