

COMPETENCE BASED CURRICULUM

SENIOR SCHOOL

GRADE 10

THEATRE AND FILM

NOTES



GRADE 10 THEATRE AND FILM NOTES

1.0 Creating

1.1 Playwriting

A **play** is a story written to be performed on stage, combining dialogue, characters, and action to entertain, inform, or inspire the audience.

Playwriting requires imagination, observation of human behavior, and understanding of social issues to create meaningful, engaging performances.

1.1.1 Elements of Playwriting

The main elements of playwriting include:

1. Story

- The story is the backbone of a play; it is the sequence of events that the audience experiences.
- **Example Story 1:** A community struggles with environmental pollution caused by a local factory. The story follows the community members' fight for a clean environment.
- **Example Story 2:** Teenagers confront cyberbullying at school and find ways to support each other.
- **Example Story 3:** A village faces a drought; villagers must adapt to survive while preserving traditions.

Activities:

- Brainstorm story ideas based on local social issues.
- Create a list of themes that are relevant to the community.

2. Plot

- The plot is how the story is organized. It shows cause-and-effect relationships among events.
- **Elements of Plot:**

Plot Element	Explanation	Example
Exposition	Introduces characters, setting, and conflict	Villagers complain about pollution from a nearby factory.
Rising Action	Builds tension through complications and events	Villagers organize protests and petitions; factory owner refuses to respond.
Climax	The turning point, most intense moment	Heated argument between village leader and factory owner; community threatens court action.
Falling Action	Events after climax, moving towards resolution	Government official mediates discussions between villagers and factory.
Resolution	Conflict is resolved, story concludes	Factory installs eco-friendly systems; villagers celebrate clean water.

Example of a Three-Act Plot:

Act I – Exposition: Villagers meet at a town hall and discuss how polluted water is affecting their health.

Act II – Rising Action: Villagers protest, negotiate, and face legal threats from the factory.

Act III – Climax and Resolution: Government intervention leads to compromise; factory installs treatment facilities, restoring health and peace.

Illustration Idea: Diagram showing “Rising Tension → Climax → Falling Action → Resolution” with arrows and examples from the story.