Ten-Minute Play Festival
Pre-Assessment Quiz

1. Circle the Six Elements of Theatre

<table>
<thead>
<tr>
<th>Story</th>
<th>Voice</th>
<th>Diction</th>
<th>Physicality</th>
<th>Acting</th>
<th>Dialect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plot</td>
<td>Accent</td>
<td>Melody</td>
<td>Thought</td>
<td>Stage</td>
<td>Lights</td>
</tr>
<tr>
<td>Character</td>
<td>Spectacle</td>
<td>Setting</td>
<td>Environment</td>
<td>Curtain</td>
<td>Script</td>
</tr>
</tbody>
</table>

Fill in the blank with the correct Element of Theatre:

2. Character is the entities.

3. Plot is the sequence of events.

4. Melody is all the music and sounds (every auditory).

5. Diction is the word choice and dialogue.

6. Spectacle is what is seen (every visual).

7. Thought is the main idea or message.

8. Who came up with the Six Elements of Theatre? **Aristotle**

Match the elements and sub-elements of plot with their definitions. Not all options are an element of plot. If it is an element of plot, circle it. If it is not an element of plot, cross it out.

(K) 9. Crisis

_____10. Melody

_____11. Playwright

(F) 12. Climax

_____13. Exposition

_____14. Setting

_____15. Thought

(B) 16. Inciting Incident

(L) 17. Resolution

_____18. Spectacle

_____19. Point of Attack
20. Denouement
L. Part of the play that hints at what will happen in the future

21. Genre
M. The location where the story takes place

22. Opposing forces
N. The time in history that the story takes place

23. Complications
O. Everything leading up to the climax

24. Antecedent Action
P. Main idea or message

25. Rising Action
Q. Everything after the climax

26. Diction
R. The tying up of loose ends

27. Falling Action
S. Everything that happened before the play begins

28. Discoveries
T. Any new element that changes the direction of the action

29. Reversals
U. The two entities in the story that are in conflict

30. Time Period
V. Opposing forces meet and conflict for the first time

31. Circle the four words that make up Robert Cohen’s GOTE acting approach:

<table>
<thead>
<tr>
<th>Goal</th>
<th>Optical</th>
<th>Thought</th>
<th>Exposition</th>
</tr>
</thead>
<tbody>
<tr>
<td>General</td>
<td>Offer</td>
<td>Tactic</td>
<td>Excellence</td>
</tr>
<tr>
<td>Godot</td>
<td>Other/Obstacle</td>
<td>Time</td>
<td>Empathy</td>
</tr>
<tr>
<td>Go</td>
<td>Option</td>
<td>Trouble</td>
<td>Expectation</td>
</tr>
</tbody>
</table>

32. Give the definition for each part of the acronym:

   G – Character’s objective, desire or purpose

   O – The person or thing stands in the character’s way from achieving his or her goal

   T – Actions used strategies used by character to accomplish his or her goal

   E – The character’s expectation or dream of what will happen when goal is reached

33. Write an example of helpful and respectful feedback:

   Use “I” statements.

   “I could not hear you at times.” “I thought the tempo and pace of the scenes could be faster.”

34. Write an example of unhelpful and disrespectful feedback:

   “You weren’t believable at all.” “I didn’t get it.” “That was weird.” “Just do it differently.”
35. Select which option is the best way to format a script while writing it:

A.
Jim: Hello.
Jane: Hi.
Jim: How are you?
Jane: Fine.
Jim: That’s good.
Jane: I love you, but I have to leave.
Jane exits.

B.

JIM
Hello.

JANE
Hi.

JIM
How are you?

JANE
Fine.

JIM
That’s good.

JANE
I love you, but I have to leave.

(JANE exits.)

C.
JIM – HELLO.
JANE – HI.
JIM – HOW ARE YOU?
JANE – FINE.
JIM – THAT’S GOOD.
JANE – I LOVE YOU, BUT I HAVE TO LEAVE.

(JANE EXITS.)