DRAMA

Vocal and physical skills

Projection	Using breath and voice so everyone can hear, without shouting.
Pitch	How high or low the voice sounds.
Pace	The speed of delivery. Changing pace can build tension or excitement.
Tone	The emotional quality of the voice, such as warm, cold or angry.
Pause	A deliberate silence used for effect or to let a moment land.
Gesture	A hand or body movement that communicates meaning.
Posture	How a performer holds their body, which can show age, mood or status.
Facial expression	Using the face to show a character's thoughts and feelings.
Levels	Using height, such as standing, sitting or lying, to show relationships.
Proxemics	The distance between characters, which shows how they relate.