

UAL Performing and Production Arts

Summer Independent Learning - Year 12-13

Please complete the following tasks for your first lesson back in September.

Pre-Project Research Task

“When Theatre Goes Wrong...”

Purpose

This task will help you:

- Understand the style of *farce* and *The Play That Goes Wrong*
- Explore how comedy is created through failure and chaos
- Begin developing your own ideas for a performance

Part 1:

What is Farce? (Approx. 300 - 500 words)

Research the style of **farce** in theatre.

You should include:

- Definition of farce
- Key features (e.g. exaggeration, physical comedy, misunderstandings)
- Typical characters (e.g. authority figures, fools, servants)
- How farce creates comedy

Try to reference at least **one example play or practitioner** (e.g. Feydeau, Commedia dell’arte, or Mischief Theatre).

Part 2: Case Study – *The Play That Goes Wrong* (Approx. 400 words)

Research the play and/or watch clips.

Answer the following:

- What is the **plot** of the play-within-the-play?
- How does the show create humour? (Give at least 3 examples)
- How do actors use:
 - Physical comedy
 - Timing
 - Characterisation
- How are **technical elements** (set, props, sound, lighting) used to create comedy?

You should include **specific examples** (e.g. collapsing set, missed cues, repeated mistakes).

Part 3: Analysis & Reflection (Approx. 300 words)

Why Does It Work?

Explain why audiences find this style funny.

Consider:

- Surprise and expectation
- Escalation (things getting worse)
- Audience awareness of “mistakes”
- The contrast between serious acting and chaotic events

You can include your own personal response:

- What do you find funniest and why?

Part 4: Initial Creative Ideas (Approx. 400–500 words)

Your Own “Goes Wrong” Concept

Create a pitch for our own “Goes Wrong” play.

A. Describe your idea for the “serious” play:

- Genre (e.g. murder mystery, horror, historical drama, existing story)
- Basic storyline (simple plot!)
- Characters and how they feature in the story
- Setting and time period

B. Things That Go Wrong

List at least **5–8 ideas** for mistakes or mishaps and where they feature within the plot.

Examples:

- Props break or go missing
- Actors forget lines or swap roles
- Set collapses

- Sound cues are wrong or late
- Characters enter at the wrong time

Try to think about **how the mistakes escalate**.

You should present this work in a PowerPoint ensuring that it looks visually and contains clear sub-headings. Please follow the guidance in terms of word count for each section. This number is a minimum; you may go over this.

Task 2.

Complete the ***End of Year Reflection*** document (Download from TEAMS Assignment)

Ensure that you answer each question as openly and honestly as possible. It is your opportunity to reflect on Y12 and identify any areas for development going into Y13.