It's Pantomime Time! (oh no it isn't..)

Pantomime history timeline:

Late 1600s: characters appeared in English comic plays. Commedia dell'arte's Arlecchino becomes the acrobatic Harlequin. The stories involved magic, chases and acrobatics.

Critics attacked pantomime for not being serious enough! They became limited to the Christmas season and so associated with the fun and frivolity of the season rather than being a threat.

Late 1700s—actor Joseph Grimaldi became famous for developing Harlequin character into what we recognise today as a clown.

1930s Radio stars of the time begin to take starring roles in pantomimes –much like our TV stars today

Throughout the 1600s: Commedia dell'arte. Small companies toured in Italy and France to tell stories of the old man Pantalone and the clown Pierrot.

1720s: John Rich created a new kind of entertainment: energetic chase, featuring the adventures of Harlequin and combined commedia, spectacle, music, ballet and myth. There were mechanical serpents and flying vehicles. Rich also introduced animal roles.

1819: the first staging of Jack and the Beanstalk at Drury Lane, London

1880s: Dan Leno (a celebrated music-hall performer) develops the role of the pantomime dame, playing roles like Widow Twankey in Aladdin.

2017: 23 Pantomime productions in Britain take over £1,000,000 in revenue!

Modern day pantomime staging:
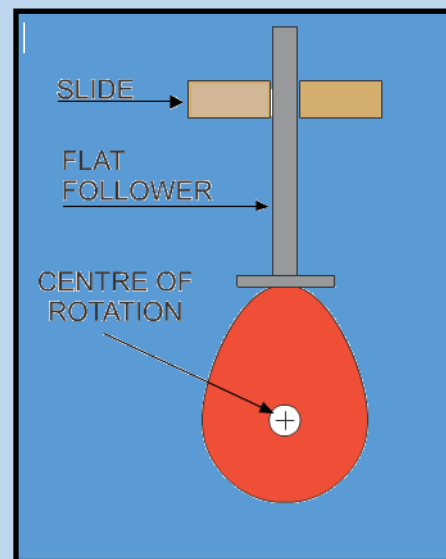
Key performance vocabulary:

- tone—the quality of musical sound
- volume—loud/quiet
- part—a single melody within a song
- solo—a performance for one person
- ensemble—a group performance
- plot—events of a story
- lyric—words in songs
- melody—the tune
- expression—the emotions shown in a performance
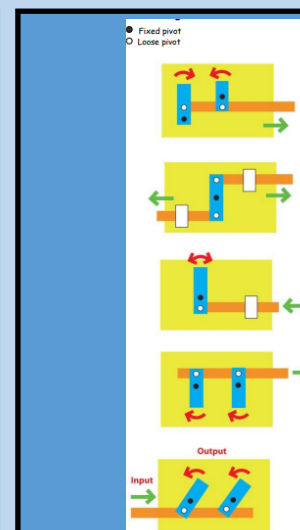
Key DT terms:

- **2d design**— a 2d (2 dimensional—flat) drawing or representation of your design.

- **Cross section**—A drawing of the 'inside' of your product, imagining you have 'chopped' one of the sides off to draw the internal (inside) view

- **Prototype**—a first try or example of your design. Often this is then refined (making small improvements) before making your final product.

- **Linear motion**—movement in a straight line

- **Rotary movement**—movement in a circular motion

Mechanisms

Cam: converts rotary motion to linear motion

SLIDE
FLAT FOLLOWER
CENTRE OF ROTATION

Levers

Fixed pivot
Loose pivot
Output
Input

Pulley

Pulley
Rope
Object
Force