

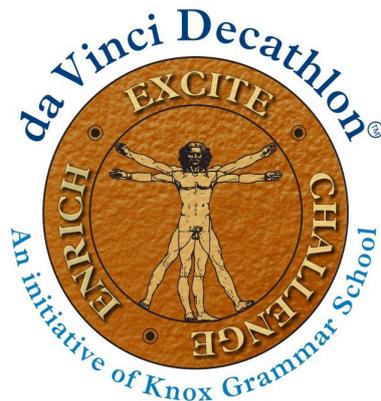


KNOX
GRAMMAR
SCHOOL

STATE

DA VINCI DECATHLON 2022

CELEBRATING THE ACADEMIC GIFTS OF STUDENTS
IN YEARS 5 & 6



CREATIVE PRODUCERS

TEAM NUMBER _____

Total	Rank
/50	

PATTERNS IN PERFORMANCE

THE ARCHETYPE

Patterns in dramatic productions and texts are not limited to any one author, studio or play indeed certain characters, symbols or situations appear repeatedly copied throughout literature. When these characters, symbols or situations are seen again and again what begins to form is an 'archetype'. An archetype is copied because it is considered a typical example of what is normal and universal.

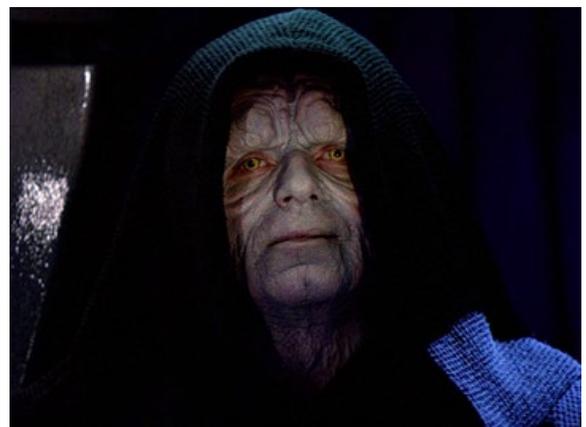
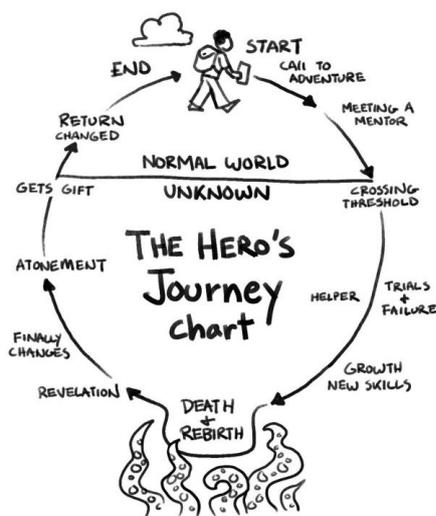
Examples of archetypes are limitless: there is the 'Prince Charming' or 'Knight in Shining Armour' who rides in to save the day, their prowess in battle matched only by their high moral standards; there is the quest for vengeance, a righteous journey against a horrible agitator; another example of good versus evil from Star Wars to Harry Potter there is a clear battle between right and wrong.



Archetypes have been around since the days of Plato and Sophocles; there are universal patterns in all stories, regardless of culture or the time. The archetype allows the audience to recognise situations and characters quickly and ultimately develops a connection to the story before even experiencing it.

THE TASK

Your task is to make a minute long presentation that identifies a classic archetype in literature but adds an original twist and act this out to your audience. You could choose to demonstrate a character or situational archetype from the Hero to the Romance story. Archetypes are such because they are recognisable, points will therefore be rewarded the quicker the markers can identify the archetype you are acting out.



ABOUT THE TASK

Your team will have eight minutes planning time. This task requires you to create and deliver a maximum 60 second performance that recreates an archetype with an original twist. This can involve a depiction of what the archetype, an omnipotent style narration of the event and subsequent actions or a representation of the archetype in a creative way.

You will be asked to give the archetype you are representing AFTER the performance.

Please take note of the following:

- Your team will be given a visual warning at 45 seconds and be stopped at 60 seconds
- Your presentation must indicate an understanding of archetypal patterns but have an original twist
- Vague/uninterpretable words or actions do not score well

SUBMISSION

After 8 minutes has concluded, your team will be sent to perform for a marking panel. If you are competing virtually, you will receive an extra 5 minutes at the conclusion of your preparation period to film and upload your performance.

MARKING CRITERIA

TEAM NUMBER _____

CRITERIA	SKILFUL (9-10)	EFFECTIVE (8-7)	SOUND (6-4)	LIMITED (3-0)
Use of space, voice and physical expression				
Flair and Engagement				
Accurate representation of a typical archetype with an original twist				
Narrative clarity				
Creativity in action and script				