Appendix 4:

Performance Criteria for Object Theatre

Language & Content Criteria: **Total mark: /100**

	Needs Improvement 0 – 5	Working towards Standard 6 – 11	Meets Standard 12 – 19	Exceptional 20 - 25
1. Vocabulary & language patterns	A narrow range of language used with many inaccuracies that affect comprehension.	A range of language used. Inaccuracies do not affect comprehension.	A wide range of appropriate language used mostly accurately.	A wide range of language selected with flair and only minor inaccuracies.
2. Vocal delivery	Pronunciation, fluency and audibility severely affect performance.	Problems with pronunciation and fluency do not affect comprehension. Actors project voices adequately.	Delivery is not affected by minor pronunciation and fluency problems. Actors project voices effectively for entire audience.	The audience can enjoy the masterful delivery and projection of the actors.
3. Content: creativity & response to stimulus	Content does not respond to the stimulus, is not original and does not engage the audience.	Content responds to the stimulus and contains some creative elements that engage the audience.	Interesting response to the stimulus with creative content that engages and entertains the audience.	Original and creative response to the stimulus which excites and delights.
4. Content: plot development & dialogue	Difficult for the audience to follow with little dramatic tension or interest. Limited dialogue.	A reasonably well-structured plot. Some exciting moments are created. Dialogue used to express character and advance the plot.	A well-structured plot with dramatic tension throughout. Dialogue used effectively to express character and advance plot.	A coherent and dynamic plot with fine dramatic tension throughout. Dialogue used with style to express character and advance the plot.

Object Theatre Performance Criteria:

Total mark: /100

	Needs Work 0 – 5	Working towards Standard 6 – 11	Meets Standard 12 – 19	Exceptional 20 - 25
1. Choice of objects	Objects are chosen with some thought about how they show characters.	Objects are chosen and combined purposefully to create characters.	Objects are chosen and combined in a way that clearly and creatively expresses characters.	Objects are chosen and combined with flair producing innovative and exciting puppets.
2. Movement of puppets	Team works together to move different objects and sometimes create the effect of a character.	Team works together to move different objects and create the emotions and movements of a character. The performance space is used to some effect.	Team works together effectively to move different objects and create the emotions and movements of a character. The performance space is used effectively.	Team works together fluently to move different objects and bring them alive. The performance space is used creatively. Fine dramatic moments can be created.
3. Use of voice	Very limited use of voice.	Voice is used to express characters and for some sound effects.	Voice is used to effectively express character and a range of sound effects.	Voice is used with flair to express character. Vocal sound effects capture setting and action.
4. Use of space	Puppeteers have only some awareness of their performance space and audience.	The performance space is used to some effect and with an awareness of the audience. Space is used for dramatic impact.	The performance space is used effectively, clearly and creatively to create dramatic impact and with awareness of the audience.	Space is used with flair to enhance the performance with clarity and to create fine dramatic effects.