

## WORD SEARCH: THEATRE VOCABULARY

S P D Z N C P G H O E V M A D R X Y X L  
E O R I B M D R C P O H U W Y L X A H N  
I U R E V W M X M B P R X O W P O A Z P  
T T Y G S Y F F B E G G H H M D G H S N  
R L O R K E L M O N O L O G U E N D G Q  
E Y Y E T C N F O U R T H W A L L S M Z  
P I D N K G H T F C J H D R U R C O E R  
O C Z U O I C E A E X P O S I T I O N Y  
R R J P M R P A A T P B R M A T U U L R  
P V S G J B I S L T I A F P G Y A V W H  
W B G S B S S C C L O O N N L D E M H T  
F Z J D E H G H I F B U N T W M S W X U  
Y B B L T N P Z O T L A T A O S S Z C H  
B I L D A W I M Z W A B C S L M S X Y N  
S E D I S J I S Y U X M Q K M D I O H I  
B W F S S P F K U W W H A S L V N M R U  
A S I D E C I Z S B U D A R S V J R E C  
G N I K S A M Y Q K J M H W D Y G B V R  
X A M I L C M D I Z L Y F X G D C E A L  
T X E T B U S P J F L Z M L M U J E H W

Search forward, backward, up, down and diagonal to find these words. Remember to disregard all spaces and punctuation.

AD-LIB  
ASIDE  
BUSINESS  
CALL BACK  
CHEAT OUT  
CLIMAX  
CROSS

DRAMATIC IRONY  
DUMB SHOW  
EXPOSITION  
FOURTH WALL  
HOLD  
MASKING  
MONOLOGUE

PANTOMIME  
PRESENTATIONAL  
PROPERTIES  
SIDES  
SPIKE  
SUBTEXT

# WORD SEARCH: THEATRE VOCABULARY

## SOLUTION

**AD-LIB**— To improvise a line not found in the script.

**ASIDE**— A bit of dialogue that other onstage actors are not supposed to hear.

**BUSINESS**— Activities an actor employs to expand and clarify his character, such as arranging clothing, handling a glass, picking up a book, etc.

**CALL BACK**—The second phase of auditions, when an actor has passed the first audition and has been requested by the director to return.

**CHEAT OUT**—To turn the body towards the audience while conversing with another performer, usually by assuming a stance with the upstage foot forward.

**CLIMAX**—The high point of a scene, occurring towards the end when the protagonist overcomes the antagonist or vice versa. There may be several climaxes in a play depending on how many conflicts have to be resolved.

**CROSS**— An actor's movement onstage from one point to another.

**DRAMATIC IRONY**— The incongruity between awareness and expression in a play; when words and actions convey a meaning that the audience comprehends but the character does not. For example, the audience may know the intentions of the villain in a melodrama while the hero and/or heroine are oblivious.

**DUMB SHOW**—A show without dialogue. A pantomime.

**EXPOSITION**— The dialogue of the actors at the beginning of a play that informs the audience of the events that have happened up to that time; events that help set up the dramatic conflict.

**FOURTH WALL**—The imaginary wall between actor and audience. An actor "breaks the fourth wall" when directly addressing the audience, as in melodrama.

**HOLD**—To hold for laughter or applause directs the performer to wait until the noise dies down. To hold a scene instructs an actor to remain stationary at the end of the scene.

**MASKING**— To hide some action or stage business from the audience so that actions such as stabbings, blows thrown in a fight and kisses look real. Also called **COVER**.

**MONOLOGUE**— A dramatic presentation by one person, usually less than ten minutes in duration. Frequently used as an audition piece.

**PANTOMIME**— Communication by gesture. Acting out a story or situation through stylized movement, without spoken dialogue, often with background music, but not danced.

**PRESENTATIONAL**—Acting that is directed towards the audience. It is overtly theatrical and not realistic. The actor does not hide the fact he is performing on a stage.

**PROPERTIES**—All articles except costumes and scenery used as part of a dramatic production. Large objects like furniture are called stage props; small props carried or moved by the actor are called hand props. Costume props include hats and swords, canes, handkerchiefs, etc., provided by the costume department but used onstage as a part of the stage business.

**SIDES**— (1) A typed script including all the dialogue and cues for just one actor, not the entire cast. (2) Scenes or monologues to be done at an audition.

**SPIKE**— A mark, usually tape, placed on the stage floor to indicate where scenery, furniture or props are to be placed.

**SUBTEXT**— The true meaning behind a spoken or scripted line, as interpreted by an actor.

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