

Worksheet 5:

Make Decisions

If you remember, *Clocking* (see Mask Technique Film #1), is the moment when an actor looks straight at the audience, giving them a chance to understand what the character is thinking. *Make Decisions* is a mask technique that uses *Clocking* to communicate a decision the character on stage is trying to make.

Start this worksheet by watching the video [Mask Techniques #5 Make Decisions](#). In it, the character is trying to decide where to sit.



Develop a Scene

Write a brief description of a dramatic scene in which a character is trying to make a decision. An example could be that he/she is trying to decide whether or not to wear a coat, as it might or might not rain when they go outside.

Work with a friend, either in person, in class or online through Facetime, Skype or Zoom and develop your scene description into a performance without words. One of you is performer and the other director. Decide at which points *clocking* can be used to successfully communicate the decisions the character is trying to make. (Watch the video again for ideas).

Write a description of a different scene. Swap roles so that you have now both been performer and director. Perform both of your scenes to others and discuss and evaluate. Focus on how well the technique of *clocking* has been used to communicate the decisions made by the character. Focus on ways in which this could be improved.

Make Decisions – in a group

Your first ideas were performed by a single person. Now develop an idea which two people can, where *Make Decisions* is central to communication with the audience.

An example might be two characters who have only one sandwich between them and both are trying to decide whether to eat it or not. **(Remember, keep your situations simple – it will be more effective in demonstrating the technique).**

Perform your idea to your friends in class or on video and then discuss and evaluate. Focus on the difference it made having two characters in the scene and on whether this made the communication of decisions made by the characters (through the technique of *Clocking*) more or less effective and why!