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**TheatreLink**

**FIVE QUESTIONS**

By Chris Ceraso

1. **What is the story that this play tells**? Come up with a “SODA” (Statement of Dramatic Action)—One or two *brief* sentences that identify: Protagonist, Conflict, Main Action, Climax, and Resolution, ie:

“Becker *(protagonist)* fights against the forces of social change, institutionalized racism and family trauma *(conflict)* to maintain a car service that supports him and several local drivers with their own complicated hopes and dreams *(main action)*. Although Becker succumbs to heart failure in the struggle *(climax),* his estranged son and associates decide to fight on *(resolution)*.”

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1. **How does each character fit into this mainframe?**

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| **CHARACTERS:** | **What does each want in relationship to the protagonist’s journey, and why do they want it?** | **Does this want** to **make the character an ally or an antagonist to the protagonist?** | **What is in the character that makes this “want” a true “need?”; ie, what are the physical and/or psychological imperatives of each character?** |
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1. **How does the play’s context—time and place—affect the story?**

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| How does the context give the characters more or fewer choices? |  |
| How does the socio-political context impact the characters? |  |
| How does the environment in which the characters live reflect their social status or class? |  |

1. **What emotional relationship do we want the audience to have with the play?**

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| What mood should we cast and what elements can we use to establish that? |  |
| What should they take home with them? |  |

**5. What design elements can we use to:**

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| Help tell the story clearly |  | | |
| Define each character’s physical and psychological persona | **Character** | **Physical Persona** | **Psychological Persona** |
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| Establish time and place |  | | |
| Establish mood and emotional tone |  | | |