**Drama in Education – Dorothy Heathcote**



*She developed an unorthodox yet empowering approach to educational drama that fired the imaginations of children and inspired the work of teachers and academics across the world for the next six decades.*

**Drama Used to Explore People:**

* Being in a position to “tell people off” seems high minded and moralistic
* Subtle, honest strategies to forge bond rather than confrontation
* Drama used to explore people, their behaviour, their circumstance, their response to events which affect them
* Theatre is a self fulfilling activity, fulfilling its own future by the actions of the makers
* Working through social collaboration
* Involve exploration in immediate ‘now’ time where participants engage in first person
* Must involve participants considering one of three levels of social politics
  + Psychology of individuals to drive the action
  + Anthropological drives of the community
  + Social politics of how power operates
* Beyond the ordinary and mundane
* Always require some form of modification of behaviour
* Event must focus, usually through productive tension, which has to be injected deliberately

**Mantle of the Expert:**

* Expert, as in to master skills and knowledge
* Mantle to declare calling and live up to what is expected in the community
* Operates in a way that an ‘expert’ oversees ‘apprentices’
* Mainly endowed by the teachers language

**Rolling Role:**

* Team to develop a common context which will then provide a bank of work designed to meet the curriculum areas the team are individually responsible for
* Every member of the team ensures the bank will sustain what they need to draw from it to make contexts for their class work
* Explore different facets of a community
* Not members of the community but have access over time to many aspects of how the community has been now and power over how it will develop

**The Commission Model:**

* Can involve a whole school or smaller group
* Work of staff and students will be that of responders to commissions sent from the community
* Commissions make precise demands and have built in time structure so that allowance of time and resources are decided
* Three key values are: Rigour, Responsibility and Realisation
* Realisation is key because it is often missed