

Aristotle's 6 Elements of Theatre

- 1. Plot:** The events of a play. In the *plot* of a play, characters are involved in conflict that has a pattern of movement. The action and movement in a play follows the pattern below:
Exposition → Conflict → Rising Action → Climax → Falling Action → Resolution
- 2. Theme:** The main idea of the play, or what the play means. Sometimes, the *theme* is clearly stated in the title or through a character's dialogue. Sometimes, the theme takes some thought to determine. In this case, consider the following question: What feeling am I left with after reading this play?
- 3. Diction:** The word and language choices made by the playwright for the different characters. *Diction* helps us to define a character – to help an actor bring them to life.
- 4. Character:** The people presented in the play that are involved in the movement of the plot. Each *character* has their own unique style and personality.
- 5. Music:** There are 2 different ways to consider *music*. The first way is to look at the musicality of one or more character's dialogue and speech patterns. The second way is to consider the music present in a play or the impact of music on a given moment in a play.
- 6. Spectacle:** The visual elements of the play. The *spectacle* often involves the design of a play: sets, lights, costumes; etc.