

Spelling list: LIV Drama 2 Use of movement

posture	Posture describes how a character stands.
gait	A character's gait is the way they walk.
gesture	Gestures are created through movements of arms and hands.
contact	Eye contact tells you a lot about how a character is feeling.
facial	Facial expressions also tell us a lot about how a character is feeling.
timing	The timing of movements, whether they are fast or slow, tells us about a character.
direction	The direction a character moves in, whether straight towards another, or away from them, tells us how they feel about the other person.
energy	The same movement can be played with high or low energy .