

Terms and ideas for consideration when developing a program about teaching characterisation

While not all these are appropriate for Stages 3 and 4, they are worth teachers' bearing in mind in earlier years as they lay the foundations for later work.

Indicators of character in novels, film, animation, games

- what he/she says/does/thinks/feels
- what other characters say/ think/feel about the character
- what the author says about/ author's attitude towards the character
- how the character is framed/embodied by an actor/ costumed etc.
- Explicit and implicit characterisation

Terms relating to character

- Archetype
- Stereotype/ stock character / Character as representative of cultural group
- Protagonist
- Antagonist
- Round/Flat
- Dynamic/ Static
- Character as symbol
- Naming characters (eg Mr Snooze, Mr Scrooge etc)

Influences on construction and interpretation of character (Senior)

- Character as indicator of values in the text
- The demands of realism in construction of characters
- Identification with/ Alignment with characters

Alignment and allegiance

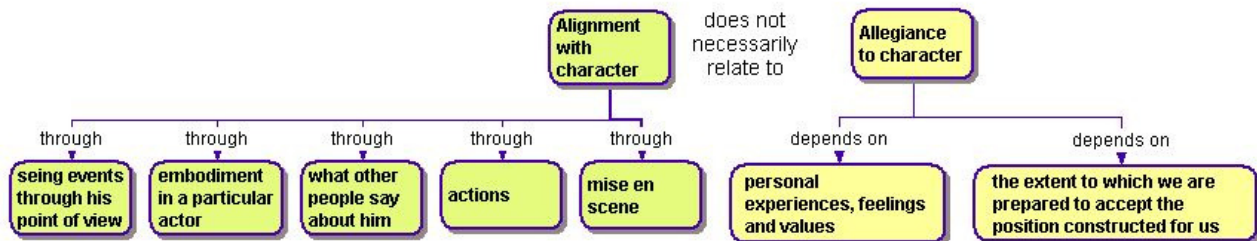


Diagram based on: Phillips Patrick (2000), [Understanding Film Texts: Meaning and Experience](#).
British Film Institute, London. Selected

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Disclaimer

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