Chapter 1: Acting Acknowledged

Answers

1. To get what they want, an actor must actively play

   A. the scene
   B. emotions
   C. breath
   D. objectives
   E. text

Answer: D. Objectives. See Chapter 1, page 14.

2. Acting will help you with

   A. first impressions.
   B. breaking out of limiting behaviors.
   C. any career you choose.
   D. listening skills.
   E. all of the above.

Answer: E. All of the above. See Chapter 1, pages 22-30.

3. What two things do you need to do on a regular basis to become a better actor?

   A. writing and research
   B. observe and connect
   C. comic timing and research
   D. stop listening and observing
   E. fight creative impulses and spontaneity

Answer: B. Observe and connect. See Chapter 1, page 30.

4. Subtext may do what to the text that the actor speaks?

   A. modify or qualify it
   B. rearrange the words
   C. change the language spoken
   D. rewrite the words
   E. make it hard to hear the actor

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Answer: A. Modify or qualify it. See Chapter 1, page 15.

5. What does relationship define for actors?

A. your connection with the script  
B. someone to spend time with  
C. your connection with your character  
D. defining what you and this person mean to each other  
E. what your acting teacher wants

Answer: D. Defining what you and this person mean to each other. See Chapter 1, page 12.

6. Seven Ages…Put the “Seven Ages” in order from 1-7.

___ Lean and Slipper’d Pantaloon  
___ Saw-Spouting Justice  
___ Mewling Infant  
___ Sighing Lover  
___ Second Childishness and Mere Oblivion  
___ Reputation-Seeking Soldier  
___ Whining Schoolboy

Answers:

___6___ Lean and Slipper’d Pantaloon  
___5___ Saw-Spouting Justice  
___1___ Mewling Infant  
___3___ Sighing Lover  
___7___ Second Childishness and Mere Oblivion
4. Reputation-Seeking Soldier

2. Whining Schoolboy

See Chapter 1, pages 4-6.

7. Match one of the Seven Ages to its appropriate speech:

___ Lean and Slipper’d Pantaloon
___ Saw-Spouting Justice
___ Mewling Infant
___ Sighing Lover
___ Second Childishness and Mere Oblivion
___ Reputation-Seeking Soldier
___ Whining Schoolboy

a) Goo-goo, gah, gah (giggle, gasp).
b) I don’t want it….What pill? No, I haven’t. I just don’t…know.

c) So I got up and thought I’d take a little walk but, phew, those stairs just slowed me down.

d) I think your eyebrows are completely awesome / I’ll never forget when I first saw them.

e) I’ve traveled far and wide across this beautiful country of ours.

f) I can’t go. I just caaaaan’t!

g) Freeze, G, you think you bad, but you mess w/me, I take you out, you dig?

Answers:

_(c)_ Lean and Slipper’d Pantaloon
_ (e) _ Saw-Spouting Justice

_ (a) _ Mewling Infant

_ (d) _ Sighing Lover

_ (b) _ Second Childishness and Mere Oblivion

_ (g) _ Reputation-Seeking Soldier

_ (f) _ Whining Schoolboy

See Chapter 1, pages 6-7.

8. Identify the correct Seven Acts.

<table>
<thead>
<tr>
<th>Role Models</th>
<th>Hitmen</th>
<th>Disguises</th>
<th>Alter Egos</th>
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<tbody>
<tr>
<td>Pageants</td>
<td>Hollywood Star</td>
<td>Deception</td>
<td>Deceitful</td>
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<tr>
<td>Understudying</td>
<td>Suppression</td>
<td>Denial</td>
<td>Nerd</td>
</tr>
</tbody>
</table>

Answer: Role Models, Pageants, Understudying, Suppression, Disguises, Deception, Alter Egos. See Chapter 1, pages 8-12.

9. Match the Ten Ingredients Present in Any Life Encounter with their definitions.

_____ Relationship a) When you do not speak but are actively thinking, a speech going on in your head

_____ Objective b) Things implied but not really said

_____ Obstacle c) Something in the way

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10. Complete these sentences using 2 active ingredients:

People who fail to get what they want are often failing to play their _____ strongly enough or switch _________ from one that is not going to work to another.

**Answers:** objectives, tactics. See Chapter 1, page 14.
11. Match the tactic to the appropriate definition.

_____ Validate  a) Tantrums, scream, irrational, nonnegotiable
_____ Command  b) Take charge, dominate, bulldoze, interrupt
_____ Intimidate  c) Use candor
_____ Soothe  d) Nod, smile, laugh, flatter, bow, shrug
_____ Outspeak  e) Amuse, flirt, beguile, delight, wink, whisper
_____ Open Up  f) Flex, clench, menace, bluff, overpower
_____ Scrutinize  g) Inspire, challenge, idealism, call to wonder
_____ Play  h) Crispness, clarity and assertiveness in language
_____ Stir  i) Study, glare, look through them, stare
_____ Yell  j) Lull, hum, hush, salve, quell, relax

Answers:

(d) Validate
(b) Command
(f) Intimidate
(j) Soothe
(h) Outspeak
(c) Open Up
(i) Scrutinize
(e) Play
(g) Stir
(a) Yell

See Chapter 1, pages 17-18.