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|  | **Total Points** | **2** | **1** | **0** |
| **Type of Noh Play** | 1 | X | Explanation tells which of the Noh play types is chosen and answer is defended. | No explanation is given for the type of Noh play chosen. |
| **Character Type** | 1 | X | Explanation tells which character is chosen and answer is defended. | No explanation is given for the type of character chosen. |
| **Kabuki Makeup Design Sheet** | 2 | Design is neat looking with clear lines and colors drawn. The colors on the design sheet match the character description given in the explanation paragraph. | Design is turned in but is not colored. Lines may be somewhat neat but it is hard to tell what the design is supposed to look like. | Design not turned in, or turned in with little to no work done. Pencil only. Not complete. No telling where colors might have been. |
| **Kabuki Makeup Explanation** | 1 | X | Explanation is clear in describing what color goes on which part of the face and how it applies to the character. | No explanation is given, or explanation is written, but it does not tell why the colors were chosen or where they go on the face |
| **Noh Blocking Movements** | 2 | Blocking properly uses the four corners of the stage. Actors have made clear choices in where they are standing and looking. | Blocking uses the four corners incorrectly and monologue is not given to one specific point/person. | Monologue has little to no blocking completely ignoring the pillars of Noh. |
| **Kabuki Mie** | 2 | The mie is clear and has distinct foot, arm, and eye movements. The mie is done at a climactic moment in the monologue. | The mie is present, but movements are muddled and it does not come at a climactic moment. | There is no mie present in the monologue. |
| **Bunraku Mood Flip** | 2 | Head flip is present on a beat change. There is a distinct emotion before the head flip that the audience has time to acknowledge and a distinct emotion after. | A head flip is present on a beat change. Not clear the emotional/tactic difference before and after the flip. | There is no head flip on a beat change present in the monologue. |
| **Butoh stylized movement #1** | 2 | A distinct stylized non-realism based movement is added into the gestures of the scene. It conveys a message to the audience. | A stylized movement is present, but it seems more like a realism-based gesture than a stylized movement. | There is no stylized slow movements present. |
| **Butoh stylized movement #2** | 2 | A distinct stylized non-realism based movement is added into the gestures of the scene. It conveys a message to the audience. | A stylized movement is present, but it seems more like a realism-based gesture than a stylized movement. | There is no stylized slow movement present. |