T1 score	T1 spine	T1 embodied
T1 concept	T1 set	T1 costume
T1 light	T1 sound	T1 space

T1 Expressed or explored through the performer's body and physical action.	T1 The main through-line of a character's want that connects their actions across the play.	T1 A text or structured set of instructions that guides the creation of a performance.
T1 Clothing and accessories used to communicate character, setting and meaning in performance.	T1 The designed physical environment and objects that establish the stage world.	T1 The guiding idea that connects the choices made for a production.
T1 The performance area and the arrangement of performers, objects and audience within it.	T1 Voices, music, effects or silence selected and shaped for a theatrical performance.	T1 The designed illumination used to shape visibility, focus, atmosphere and meaning on stage.

T1 audience	T2 world theatre tradition	T2 convention
T2 social function	T2 research ethics	T2 presentation
T3 starting point	T3 intention	T3 image theatre

T2 An established performance practice understood by performers and audiences within a tradition.	T2 A theatre practice developed within a particular cultural and historical setting.	T1 A design material: where they sit decides what they are (fourth-wall voyeurs, trapped traverse witnesses, promenade ghosts).
T2 Structure: hook, context, demonstration, analysis, reflection.	T2 Principles for researching responsibly, acknowledging sources and respecting people and cultural practices.	T2 The role a theatre practice plays in the life of its community.
T3 A devising method in which performers use still body shapes to show a situation or idea.	T3 What the piece is FOR: the theatre-maker's aim, stated and testable.	T3 The seed: a photograph, a news item, an object, a poem, a question, a memory – anything the ensemble agrees to interrogate.

T3 ensemble	T3 performance	

	T3 The realization of theatrical work through actions presented to an audience.	T3 Roles, agreements, feedback: how collaboration is structured.