



Dialogue, Spectacle, Diction, Tone, and Mood

English 10 Term 1 - Unit 2 Literary Form and Craft

This reviewer explains five craft choices that help turn a written text into a clear adaptation. The goal is to help students understand how lines, movement, sound, word choice, attitude, and audience feeling work together.

Target Competencies

ENG-G10-T1-U002-C010: Identify and explain spectacle, dialogue, and music as literary or performance elements.

ENG-G10-T1-U002-C012: Identify and explain diction or word choice.

ENG-G10-T1-U002-C013: Identify and explain tone and mood.

Related support: sound devices and figures of speech may be used when they help a script, narration, or performance.



Dialogue
what is said



Spectacle
what is seen



Sound
what is heard



Diction
word choice



Tone
attitude



Mood
audience feeling

These craft choices work together to shape what the audience understands and feels.

Main Idea

A story is shaped not only by what happens, but by how the

Adaptation Link

In a performance, craft choices become lines, pauses, movement, props, arrangement.



1. Dialogue

Dialogue is what characters say to one another.

Dialogue is spoken conversation in a story, drama, or film. It can reveal information, show relationships, build conflict, and help the audience understand a character.

What Dialogue Can Do

Dialogue can show what a character wants, what a character hides, how characters feel about each other, and how the conflict grows. A good line usually has a purpose.

Dialogue Function	What It Helps the Audience See	Simple Example
Reveals information	Gives facts needed for the story.	"The letter arrived this morning."
Shows conflict	Lets two forces push against each other.	"You promised you would come back."
Shows character	Reveals attitude, fear, pride, kindness, or doubt.	"I am fine," she said, but she would not look up.
Moves the plot	Creates a decision or change.	"If you leave now, do not return."

In adaptation, dialogue does not need to copy every sentence from the original text. A group may change or simplify lines, but the line should still protect the main conflict, character, and meaning of the source story.



2. From Narration to Dialogue

A written story often tells what a performance must show.

Many short stories use narration to explain events and feelings. When adapting the text, a group may turn some narration into spoken lines, actions, or stage directions.

Basic Conversion Pattern

Narration: The text tells the reader what happened or what a character felt.

Dialogue: A character says something that shows the same idea.

Action: A character moves, pauses, looks away, gives an object, or reacts.

Narration in a Story	Possible Dialogue	Possible Action
He was afraid to answer.	"I... I do not know what to say."	Actor steps back and lowers voice.
She wanted to protect her friend.	"Do not blame him. I was there."	Actor stands between friend and accuser.
The family waited in silence.	"Has anyone heard from him?"	Characters sit apart; one checks the door.
He regretted his choice.	"I should have told the truth earlier."	Actor holds the letter and looks down.



3. Spectacle

Spectacle means what the audience can see and experience.

In drama and theater, spectacle refers to the visible part of performance. It includes the stage picture, movement, costumes, props, lighting, images, and actions. In short film, spectacle also includes camera framing and visual composition.

Spectacle Is Not Decoration

A prop, costume, or movement should help the audience understand the story.

Spectacle Shows Meaning

A window, letter, necklace, gift, leaf, chair, door, or uniform can become more than just an object; it can become a character.

Useful spectacle choices:

- Use props that are already important in the text.
- Place characters in ways that show distance, power, fear, or trust.
- Use movement to show hesitation, anger, guilt, or confidence.
- Use a simple costume detail to show role, class, job, or change.
- Use silence or stillness when words are not enough.

Adaptation Reminder

A simple object can be stronger than a complicated setup if the object points clearly to the story's meaning.



4. Music, Sound, and Silence

Sound can guide attention and feeling.

Music and sound help shape the audience's experience. They can create suspense, sadness, humor, calm, danger, or surprise. Silence is also a sound choice because it can make a moment feel serious or tense.

Sound Choice	Possible Effect	Adaptation Use
Soft music	Creates sadness, tenderness, or memory.	Use during a quiet realization or sacrifice.
Sudden sound	Creates shock or surprise.	Use when a secret is revealed or someone enters.
Repeated sound	Creates pattern or warning.	Use a knock, clock, footsteps, bell, or rain.
Silence	Creates seriousness, fear, or thought.	Use after a strong line or difficult decision.
Voice-over	Guides the audience's understanding.	Use when important thoughts cannot be shown easily.

Short Note on Sound Devices

Sound devices such as repetition, rhyme, rhythm, and alliteration may help a script or narration become memorable. Use them only when they support the mood and do not make the scene unnatural.



5. Diction

Diction means word choice.

Diction is the writer's or speaker's choice of words. In a story, diction can make a scene sound formal, simple, angry, gentle, old-fashioned, humorous, fearful, or serious.

In adaptation, diction matters because characters must speak in a way that fits who they are, what they want, and what is happening in the scene.

Same Meaning, Different Diction

"Please leave now."

"Get out."

"I think you should go."

All three lines ask someone to leave, but each line has a different feeling.

What Diction Can Reveal

Age, role, mood, relationship, confidence, fear, respect, anger, education, choice.

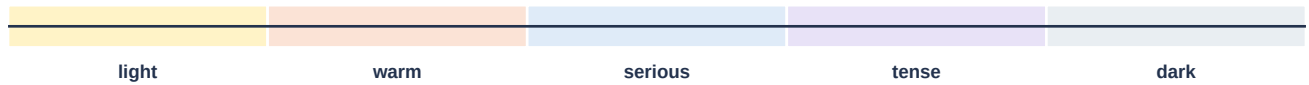
Diction Type	Possible Effect	Example
Formal	Sounds respectful, distant, or serious.	"I must ask you to explain your decision."
Casual	Sounds friendly, familiar, or modern.	"Tell me what happened."
Sharp	Sounds angry, impatient, or commanding.	"Stop lying."
Soft	Sounds gentle, afraid, or careful.	"Please, just listen first."
Old-fashioned	Can preserve the original story's period.	"I shall return before nightfall."



6. Tone and Mood

Tone is attitude. Mood is audience feeling.

Tone is the attitude shown by the speaker, narrator, character, or performance. Mood is the feeling created in the audience. They are related, but they are not the same.



Tone is the attitude. Mood is the feeling created in the audience.

Tone

Tone answers: What attitude is being shown? Examples: serious, happy, angry, sad, nervous, etc.

Mood

Mood answers: What does the audience feel? Examples: suspense, sadness, hope, etc.

Simple Example

Line: "You came back."

If said softly, the tone may be relieved and the mood may be hopeful.

If said coldly, the tone may be suspicious and the mood may be tense.



7. How Craft Choices Work Together

One scene becomes stronger when choices support one effect.

Dialogue, spectacle, diction, tone, and mood should not work separately. In a strong adaptation, these choices support the same scene purpose.

Show fear	Short, broken lines.	Character steps back or avoids eye contact.	Tense tone; uneasy mood.
Show love or care	Gentle words or quiet honesty.	Character gives an object or stays near someone.	Warm tone; tender mood.
Show deception	Calm words that hide the truth.	Character controls face or distracts others.	Controlled tone; suspicious mood.
Show regret	Apology, pause, or unfinished sentence.	Character looks at object or lowers head.	Sad tone; reflective mood.

Evidence Rule

Every major performance choice should connect to the selected text. Use this sentence: **We chose this line, action, sound, or prop because the text shows _____.**

This evidence rule keeps the adaptation from becoming a completely different story.



8. Adaptation Boundaries

Groups may adjust details, but the story should remain clear.

A group may change some details to fit the actors, time, setting, and available classroom resources. However, changes should protect the main conflict, important character choices, and meaning of the source text.

Changes That Usually Work

- Modernizing language.
- Combining minor characters.
- Changing the setting.
- Adding short dialogue.
- Using narration or voice-over.
- Using simple props or sound.

Changes That Need Care

- Changing the main conflict.
- Removing the turning point.
- Making a serious text purely comic.
- Adding scenes that hide the original meaning.
- Changing a character without evidence.

Useful Explanation Pattern

We changed _____ so that the scene would be easier to perform. We kept _____ because it is important to the original conflict and meaning.



9. Key Terms to Remember

Use these terms in scripts, storyboards, rehearsals, and rationale.

Term	Short Meaning
Dialogue	The spoken words between characters.
Stage Direction	A note that tells actors what to do, where to move, or how to speak.
Spectacle	The visible and audible parts of performance, such as props, movement, costume, sound, and stage picture.
Music	Organized sound used to guide mood, attention, or meaning.
Silence	A purposeful pause or absence of sound that can create tension or seriousness.
Diction	Word choice.
Tone	The attitude shown by a speaker, narrator, character, or performance.
Mood	The feeling created in the audience.
Adaptation Choice	A decision made when changing a written text into drama, theater, or short film.

Final Reference Sentence

In our adaptation, we used _____ to show _____. This choice is supported by the text because _____.

This reviewer prepares the group for dialogue drafting, performance decisions, rehearsal, and the adaptation rationale.