



Stagecraft

Course Description:

As an active participant of this class, you will utilize your creativity and gain knowledge in backstage training for production. You will acquire skills in safety, publicity, drafting, design, stage makeup, costuming, properties, stage lighting, sound and painting. Throughout the semester, you will be required to give several presentations to your classmates. While creating effectively in this class, you will also utilize your listening/viewing skills.

ACTIVITIES INCLUDE BUT ARE NOT LIMITED TO:

SCRIPT ANALYSIS

You will have multiple opportunities to read and analyze a script of your choosing (with instructor approval).

WRITTEN PLAY SYNOPSIS

A grammatically correct synopsis will be provided in regard to your selected play.

SCENE SHOP SAFETY & THEATRE PROTOCOL

The proper safety precautions must be taken at all times to insure the safety of everyone involved. We will discuss the proper protocol when creating in the scene shop or any other theater spaces.

SET DESIGN

A great design is derived from a great concept - a concept must be discussed, visualized and a multitude of aspects are taken into consideration. Your set design will come to fruition for your scale model.

SCALE MODEL PROJECT

Many of the activities in this class are geared toward this culminating activity – this is the crown jewel of your stagecraft class. With this project you will have the opportunity to display mastery of all that you have learned during the semester.

REAL-TIME HANDS ON EXPERIENCE

Throughout the duration of the course, there will be several opportunities for you to receive hands-on training. This will be taught in a learning lab type situation. To participate in the learning labs you must be in the proper attire, which includes: a shirt/pants/shoes that you can get PAINT on. You will not be permitted to participate if you are not in the proper attire. Learning labs may include but are not limited to: Homecoming Coronation, Fall production, Spring production, Evening of One Acts, and other projects as assigned.

Attendance: Students are required to be in school every day. Students are responsible for communicating with their teachers to make up missed learning.

Essential Skills: Participate, Collaborate, Communicate, Create.

Course Expectations: Although not everything is graded, everything is important. In order to demonstrate growth and learning, students will need to:

1. Participate in class activities (take notes, work in a group, complete in class tasks, ask questions) without distractions (cell phones, games, etc.)
2. Use morning time and teacher to seek help outside of class when needed.
3. Complete all assessments (or technical labs and projects) within teacher timelines.

Grading

Skyward Assessment (Grades) may include quizzes, learning checks, speeches, performances, and projects.

Final Grade	
A	100% - 90%
B	80% - 89%
C	70% - 79%
D	60% - 69%
F	0% - 59%

Calculations:

Final Grade Calculation	
Cumulative Grade	95%
Final Exam(s)	5%

Instructional Resources:

Scripts of various genres, including plays and musicals, Dramatics Magazine, American Theatre magazine, Theatrefolk.com, and textbooks:

Theatrical Design & Production for the Stage, GILLETE

Theatre: Art in Action, *National Textbook Company*

The Stage and the School, *McGraw Hill/Glencoe*

Essential Theatre: *Brockett and Bell*

Organizations: *Black Hills Playhouse and Black Hills Community Theatre*

Contacts & Network: Theatre Educators in Aberdeen & Sioux Falls, SD, plus Seattle, Minneapolis, Chicago, Denver, New York City

Videos, movies, other forms of media to enhance learning

Course Calendar/Pacing:

Stagecraft - Mr. Lore Introduction to Technical Theatre/Central High School Theatre Department Pacing Guide

Weeks 1 & 2:

Introduction to Theatre Technology, Design, and Backstage Tour

Weeks 3 & 4:

Elements of Design: Scene sketches, setting, mood, texture, architecture, color

Week 5:

Elements of Color Theory: Pigment (paint) and Light (filters)

Week 6:

Elements of Costume Design: color, character, time period, texture/fabrics

Weeks 7 & 8:

Elements of construction: scale conversions, drafting, measuring, floor plan

Weeks 9&10:

Final Design Project Guidelines: Script reading and technical requirements

Weeks 11 &12:

Properties – hand, dressing, furniture: design, functionality, character, time period

Week 13:

Costume designs

Weeks 14 & 15:

Floor plan to scale

Week 16 & 17:

Set design, scale models

Week 18:

Final presentation and assessment

August/September							October							November						
	21	22	23	24	25	26	1	2	3	4	5	6	7				1	2	3	4
27	28	29	30	31	1	2	8	9	10	11	12	13	14	5	6	7	8	9	10	11
3	4	5	6	7	8	9	15	16	17	18	19	20	21	12	13	14	15	16	17	18
10	11	12	13	14	15	16	22	23	24	25	26	27	28	19	20	21	22	23	24	25
17	18	19	20	21	22	23	29	30	31					26	27	28	29	30		
24	25	26	27	28	29	30														

December						
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

January						
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

February						
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29		

March						
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

April						
31	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

May						
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

Unit 1

Unit 2

Unit 3

Unit 4

Unit 5

Unit 6

No School

Semester Exams
Professional Development /
Teacher Workday

Early Release