# EL DORADO UNION HIGH SCHOOL DISTRICT
## Educational Services

## Course of Study Information Page

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|---|---|
| **Course Title:** Theatre Technology and Production (Course #625) | |

**Rationale:** As the technology associated with high school theatres grows increasingly complex, it is more and more difficult to teach design and production skills within Advanced Drama curriculum while meeting Advanced Drama standards for acting and directing. This course would expand the curriculum in technical theatre while providing properly trained technicians to handle the emerging (and expensive) technology associated with theatre design and production.

**Course Description:** Theatre Technology will be a project-oriented course. Students will first learn the basics of theatre design in lighting, stagecraft and sound as well as theatre business management. They will then work in teams on projects from various sources: school productions, community productions performed on site, and in-class design projects.

Projects include but are not limited to: lighting design and implementation; set design and construction; sound design, editing and implementation; theatre business technology including programs, posters and ticketing; and production management including state managing, theatre communications systems, video recording, house (audience) management, assisted hearing systems, etc.

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|---|---|
| Length of Course: | One year |
| Grade Level: | Grades 10-12 |
| Credit:<br>　　Number of units: 10<br>　　☒ Meets graduation requirements<br>　　❏ Request for UC "a-f" requirements<br>　　❏ College Prep<br>　　☒ Elective<br>　　❏ Vocational | |
| Prerequisites: | Completion of Drama I with C or better, and/or permission of instructor |
| Department(s): | Visual/Performing Arts |
| District Sites: | All sites |
| Board of Trustees Adoption Date: | 2-8-00 |
| Textbook(s)/Instructional Materials: | Miscellaneous Instructional Materials |
| Date Adopted by the Board of Trustees: | 5-23-00 (In lieu of funds) |

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## Educational Services

### Theatre Technology and Production

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Department: Visual/Performing Arts
Course Title: Theatre Technology and Production

UNIT #1:   Team-Building in Technical Theatre

GOAL:   The overall goals for each Theatre Technology and Production unit are the following cornerstones:
Artistic Perception: Processing, analyzing and responding to sensory information through the language and skills unique to the arts.
Creative Expression: Creating, performing and participating in the arts.
Historical and Cultural Context: Understanding historical contributions and cultural dimensions of the arts.
Aesthetic Valuing: Responding to, analyzing and making judgments about work in the arts.

| OBJECTIVES<br><br>The student will: | SUGGESTED ACTIVITIES |
| --- | --- |
| Demonstrate understanding of the collaborative nature of theatre. | Participate in theatre games and exercises emphasizing team and group effort. |
|  | Participate in group problem solving activities. |
| Apply theatrical techniques to conflict/crisis situations. | Identify and discuss a current problem and then improvise possible solutions using role-playing. |

# EL DORADO UNION HIGH SCHOOL DISTRICT

Department: Visual/Performing Arts
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UNIT #2: Elements of Light and Sound Design

GOAL: The overall goals for each Theatre Technology and Production unit are the following cornerstones:
Artistic Perception: Processing, analyzing and responding to sensory information through the language and skills unique to the arts.
Creative Expression: Creating, performing and participating in the arts.
Historical and Cultural Context: Understanding historical contributions and cultural dimensions of the arts.
Aesthetic Valuing: Responding to, analyzing and making judgments about work in the arts.

| OBJECTIVES<br><br>The student will: | SUGGESTED ACTIVITIES |
|---|---|
| Develop understanding of light design concepts: color, intensity, angle, mood, pattern, and movement. | Create basic light plot. |
| Develop understanding of sound design concepts. | Design and edit sound effects and music for scene, play or movie. |
| Develop understanding of theatre communications systems. | Set up, maintain and run intercom and assisted hearing systems. |
| Learn skills associated with control of lighting and sound playback. | Program and operate light controller and sound systems. |
| Develop understanding of theatre video systems. | Film and edit theatre piece using camcorder and digital video editing programs. |

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UNIT #3: Elements of Set Design and Construction

GOAL: The overall goals for each Theatre Technology and Production unit are the following cornerstones:
Artistic Perception: Processing, analyzing and responding to sensory information through the language and skills unique to the arts.
Creative Expression: Creating, performing and participating in the arts.
Historical and Cultural Context: Understanding historical contributions and cultural dimensions of the arts.
Aesthetic Valuing: Responding to, analyzing and making judgments about work in the arts.

| OBJECTIVES<br><br>The student will: | SUGGESTED ACTIVITIES |
|---|---|
| Demonstrate understanding of tools used in theatre construction. | Build basic theatre platform and flat. |
| Demonstrate understanding of construction safety. | Pass teacher written test addressing tool safety. |
| Demonstrate understanding of basic theatre design concepts. | Create 2-D renderings or Mini-CAD generated design of basic 3 wall set. |
| | Design and build 3-D model of set for plays from various genres: Greek, Shakespearean, contemporary, Theatre of the Absurd, etc. |

# EL DORADO UNION HIGH SCHOOL DISTRICT

Department: Visual/Performing Arts
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UNIT #4: Elements of Costume, Makeup and Prop Design

GOAL: The overall goals for each Theatre Technology and Production unit are the following cornerstones:
Artistic Perception: Processing, analyzing and responding to sensory information through the language and skills unique to the arts.
Creative Expression: Creating, performing and participating in the arts.
Historical and Cultural Context: Understanding historical contributions and cultural dimensions of the arts.
Aesthetic Valuing: Responding to, analyzing and making judgments about work in the arts.

| OBJECTIVES<br><br>The student will: | SUGGESTED ACTIVITIES |
|---|---|
| Demonstrate understanding of basic costume design: line, profile, texture, color, pattern. | Create 2-D rendering or computer generated rendering of theatre character costume. |
| Demonstrate understanding of theatre makeup design: color, line, texture, highlight, shadow and prosthesis. | Create various theatre character makeups: chorus (correctional), old age, fantasy, etc. |
| Demonstrate understanding of prop design and construction. | Create period props from found materials. |

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UNIT #5: Elements of Theatre Business and Management

GOAL: The overall goals for each Theatre Technology and Production unit are the following cornerstones:
Artistic Perception: Processing, analyzing and responding to sensory information through the language and skills unique to the arts.
Creative Expression: Creating, performing and participating in the arts.
Historical and Cultural Context: Understanding historical contributions and cultural dimensions of the arts.
Aesthetic Valuing: Responding to, analyzing and making judgments about work in the arts.

| OBJECTIVES<br><br>The student will: | SUGGESTED ACTIVITIES |
|---|---|
| Develop understanding of theatre publicity. | Write publicity release for typical theatre production aimed at various audiences: middle school, high school, parents, community, etc. |
| | Create publicity campaign for typical theatre production: print, radio, television, internet, poster, flyer, etc. |
| Develop understanding of theatre program design. | Create mock-up of program for typical theatre production. |
| Develop understanding of theatre "house" management. | Create tickets and organizational material for typical theatre production. |
| | Develop plan for concessions booth menu given fixed budget. |

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Department: Visual/Performing Arts
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UNIT #6: Production Project

GOAL: The overall goals for each Theatre Technology and Production unit are the following cornerstones:
Artistic Perception: Processing, analyzing and responding to sensory information through the language and skills unique to the arts.
Creative Expression: Creating, performing and participating in the arts.
Historical and Cultural Context: Understanding historical contributions and cultural dimensions of the arts.
Aesthetic Valuing: Responding to, analyzing and making judgments about work in the arts.

| OBJECTIVES<br><br>The student will: | SUGGESTED ACTIVITIES |
|---|---|
| Demonstrate understanding of collaborative nature of theatre production design. | Work in teams of 8 members to create, construct and implement a design concept for given production from various sources: school, community, professional, etc. |
| Demonstrate understanding of theatre management skills. | Serve as running crew for given play from various sources: school, community, professional, etc. |

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Department: Visual/Performing Arts
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UNIT #7: Theatre Technology Careers

GOAL: The overall goals for each Theatre Technology and Production unit are the following cornerstones:
Artistic Perception: Processing, analyzing and responding to sensory information through the language and skills unique to the arts.
Creative Expression: Creating, performing and participating in the arts.
Historical and Cultural Context: Understanding historical contributions and cultural dimensions of the arts.
Aesthetic Valuing: Responding to, analyzing and making judgments about work in the arts.

| OBJECTIVES<br><br>The student will: | SUGGESTED ACTIVITIES |
|---|---|
| Develop understanding of careers in theatre production. | Research and present report on careers in theatre production. |
| | Interview professionals in theatre production. |
| Develop understanding of educational and training programs in theatre production. | Research and present report on careers in theatre production. |
| | Participate in field trips to local university theatre programs. |

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UNIT #8:  Peer Cross-Training

GOAL:  The overall goals for each Theatre Technology and Production unit are the following cornerstones:
Artistic Perception: Processing, analyzing and responding to sensory information through the language and skills unique to the arts.
Creative Expression: Creating, performing and participating in the arts.
Historical and Cultural Context: Understanding historical contributions and cultural dimensions of the arts.
Aesthetic Valuing: Responding to, analyzing and making judgments about work in the arts.

| OBJECTIVES<br><br>The student will: | SUGGESTED ACTIVITIES |
|---|---|
| Gain deeper understanding of theatre design concepts. | Project team members create, plan and teach lessons for peers. |
| | Participipitate in peer workshops focused on in-depth study of theatre design and production. |

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Addendum 1

Tools and Technology recommended for successful completion of Theatre Technology and Production curriculum:

Lighting:
- Full range of theatre lights: ellipsoidal, fresnel, leko, par, scoop, pinbeam, followspot and specialty lights.
- Programmable computerized light controller.
- LightDesign, Macluxe Pro or equivalent software program for light design.

Set Design and Construction:
- Full range of theatre construction tools: saws, hand tools, ladders, hardware, etc.
- MiniCad or equivalent software for set design.

Sound:
- Full range sound system: mixers, amplifiers, tuners, players, speakers, microphones.
- Cakewalk, SFX, or equivalent software program for sound design, editing and playback.
- Sound effect CD's, software, and/or electronic keyboard.

Business:
- Tick-it! or equivalent software program for generating and organizing tickets.
- Word processing for program and publicity purposes.
- Graphics programs for posters, flyers, etc.
- Color printer
- Powerpoint capabilities
- Internet access

Production Management
- Assisted Hearing Systems
- Clear Com Theatre Communication Systems, or equivalent
- Digital video recorder
- Adobe Premiere, Avid Cinema, or equivalent software program for video recording/editing.

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Department: Visual/Performing Arts
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Addendum 2

Sequence of Units

1.      Units 2-5 are sequentially interchangeable.

2.      Unit 6, Production Project, should only occur after Units 2-5 are completed, but may be repeated. Various projects will arise throughout the course, and teams may form and work on projects as needed and necessary.

3.      Unit 7, Theatre Technology Careers, may occur at any time in the course, but would be most effective early in the school year in order that seniors could organize portfolios and apply in timely fashion for college and training programs.

4.      Unit 8, Peer Cross-Training, would be most effective after the teams complete several projects, allowing the students to gain expertise in a specialty before sharing that knowledge and experience with their peers.