GLENDALE UNIFIED SCHOOL DISTRICT

<u>Senior High School</u>

May 21, 2002

Department: Visual and Performing Arts

Course Title: Technical Theatre 5-6

Course Numbers: 2505-5/2506D-6

Grade Level: 12

Semester Hours: 10

Prerequisite: Successful completion of Technical Theatre 3-4 with a grade of 'B' or better. Presentation of an audition, including a review of the student's portfolio, and approval of the instructor is required.

Course Description: This course will further develop the concepts and techniques introduced in Technical Theatre 3-4 with an emphasis focusing on design, stage management, and the use of acquired knowledge in theatrical productions. The student will assume leadership roles for production crews. Advanced scenic and lighting techniques will be applied. The student will be required to work outside of class on school and community programs occurring in the auditorium.

I.   Standards

    A.   Artistic Perception - Students observe live productions and respond to them using the vocabulary and language of the theatre.

            The student will:

            1.   Observe a variety of auditorium events and document their observations of the technical production values and techniques through written and oral reports.

            2.   Read technical journal articles and write a synoptic review of each article. The review will include a written discussion of how the student would apply the concepts or ideas from the article in their technical theatre projects.

B.	Creative Expression - Students explore the elements and technology of theatrical productions through varied media.

The student will:

1.	Design the lighting, or sound, or scenic elements for a school production.

2.   Make designs a reality in the form of stagecraft, lighting and sound.

3.   Develop and maintain a portfolio of their work.

4.   Be engaged in activities, which will provide them with team-building, decision-making, and leadership skills.

5.   Explore career opportunities in the performing arts.

C.   Historical Context - Students research the relationships between theatre, history and culture.

The student will:

1.   Explore the evolution of the performance space through classroom discussions and readings.

2.   Explore the history of mechanical systems used for moving scenery.

D.   Aesthetic Valuing - Students develop and use criteria for judging and evaluating theatrical events.

The student will:

1.   View college level, or professional, performances and write a critique of how the design elements enhanced the effectiveness of the performance.

2.   View a theatrical, musical, or dance rehearsal and/or performance in the school's auditorium. Participate in a discussion of the technical aspects of the program. What worked well? What could be approved on? Did the actual performance lighting look like the computer-generated model?

E.   Connections, Relationships and Applications - Students apply what they learn in technical theatre to learning across subject areas. They develop competencies and creative skills in problem solving, communication and management of time and resources that contribute to lifelong learning and career skills. They learn about careers in and related to technical theatre.

The student will:

1.   Demonstrate the use of applied math skills in scenic construction, stage rigging, and stage lighting.

2.   Use computers to design lighting and operate sound and lighting equipment.

3.   Read technical materials (journal articles, instruction manuals, MSDS sheets, etc.) as part of their classroom activities.

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4.   Write show reviews.

5.   Examine the training, education, and experience needed to pursue a career in technical theatre.

II.   Accountability Determinants:

A.   Instructor-created quizzes and tests.

B.   Oral and written critiques of the work of self and others, inside and outside the classroom.

C.   Daily participation in classroom lectures, discussions and projects/work assignments.

D.   Participation as technical crew, house crew, House Manager, and Stage Manager in assigned rehearsals and performances.

E.   Quarterly review of student's portfolio.

III.   Topics of Study/Suggested Time Distribution

A.   Stage Rigging   20%

1.   How to supervise the hanging of lighting equipment, draperies, backdrops, and scenic elements on a counterweight system.

B.   Management skills in scenic construction.   25%

1.   Reading working drawings and selecting the appropriate construction materials. Writing a materials order.

2.   Scheduling the sequence of construction activities.

3.   Supervising and demonstrating the safe operation of hand and power tools used in scenic constriction.

4.   Selecting the appropriate joining method for various construction tasks.

5.   Demonstrating and supervising the painting of scenic elements.

C.   Understanding, demonstrating and supervising safe working   20%
       practices in the theatre.

1.   Participation in the theatre's fire and earthquake safety program.

2.   Maintaining facilities, tools and equipment.

3.   Participating in all cleanup activities.

4.   Assisting with the enforcement of public safety policies and procedures.

5.   Acting as House Managers for school and community events.

6.   Proper use of personal protection equipment when required.

D.   Stage Management   10%

1.   Stage Manage a school program. Responsibilities include: Writing the prompt script, composing the cue synopsis sheet, attending production meetings, supervise technical personnel, "call" the cues for rehearsals and performances, assist with strike call.

E.   LIGHTING TRACK (YEAR 3)   25%

1.   Advanced computerized lighting console operation.

2.   An introduction to moving light functions

3.   Using programming short cuts

4.   Current stage lighting control protocols.

5.   Advanced two-dimensional and three-dimensional computer aided design/drafting and data base application software.

6.   Creating a computer generated real-time lighting model of a school production and transfer that information to the stage lighting network.

7.   Using the computer to develop and explore lighting design options.

F.   SOUND TRACK (YEAR 3)   25%

1.   Creating an audio setup sheet based on the requirements of a large theatrical or musical production.

2.	Selecting the appropriate out-board audio devices for a given auditorium event.

3.	Introduction to modular digital mixing hardware and software.

IV.   Instructional Strategies or Methods

    A.   Project-based learning: building a set for a theatrical performance, designing the stage lighting and sound for an auditorium event, executing sound, lighting and stage rigging cues during a performance.

    B.   Group and individual work: computerized lighting system operation, sound system operation, fly system operation, scenic construction, reading shop drawings, creating a computer generated real-time lighting model of a school production, documenting observations of auditorium events.

    C.   Readings

    D.   Lecture

    E.   Peer tutoring

    F.   Library/Internet research.

    G.   Videos.

    H.   Presentations by industry partners in the field of technical theatre.

    I.   Field Trips: Backstage tours, attendance at theatrical performances at the college or professional level.

V.   Texts and Supplemental Materials

    A.   Adopted Texts - none

    B.   Instructional aids, texts and printed resources for teachers and students addressing the following topics:

        1.   Scenic Construction

        2.   Stage lighting

        3.   Sound reinforcement

        4.   Theatre history

        5.   Stage rigging

6.   Personnel and public safety in the theatre

7.   Careers in technical theatre

8.   Mathematical applications

9. Technical reading

10. Equipment instruction manuals

11. Computer aided design applications for theatre

C. Supplies and equipment.

1. Auditorium facility equipped with the following:

a. Computerized lighting system.

b. Follow spots

c. Sound system

d. Counterweight fly system.

e. Scene Shop equipped with the necessary hand and power tools and supplies for constructing scenery.

f. TV/VCR

g. Computers with sound and lighting application software.