

TECHNICAL THEATRE

Syllabus / Procedure

Mrs. Nicole Voss

415-7940

COURSE DESCRIPTION

This course will survey major areas of technical theatre including elements of design/construction of sets, set painting, stage lighting and sound, stage costuming, makeup, and theatre management. The course will allow the students to select an area of specialization. Some after-school and /or evening work will be expected when productions are in preparation. This class may be repeated with an emphasis in advanced and applied technical projects.

CONTENT COVERAGE

- Unit 1 Design Elements & Theatre Hierarchy
- Unit 2 Scenic Design
- Unit 3 Light Design
- Unit 4 Sound Design
- Unit 5 Costume Design
- Unit 6 Make-up Design
- Unit 7 Properties Design
- Unit 8 Stage and Business Management

GRADING

Cumulative Grade (70 %)

1. PLAY PRODUCTION HOURS

You will need to work a total of 21 hours on the school production. This breaks down to 7 hrs the every six week grading period. This may include any backstage area, preferably your area of specialization, but it is not necessary. All tech calls are posted on the Theatre Dept. Call Board, located in the commons. These hours equal a total of 210 pts.

2. ACTIVITIES / PROJECTS

Activities: Smaller assignments (25-50 pts) Projects: Long term assignments (100-300pts)
These are the individual projects that are required per technical area. Each activity or project must show mastery of each technical area before moving on the next area of specialization.

3. TESTS / QUIZZES

You will be taking a series of test to see if you are competent to operate certain equipment. You must pass these tests in order to continue in the class successfully.

4. DAILY GRADE

This is based on your ATTENDANCE and PARTICIPATION IN CLASS!!! You will receive 25 points every WEEK. This includes cleaning up materials/tools/etc. Remember, if you miss class, you must make up these points. (Unexcused absences only)

Semester Final (30%)

PORTFOLIO GRADE

This is your culminating project as well as your final for this class. IT'S VERY IMPORTANT!!!! See "Tech Notebook Handout" for more specific information. You will want to keep this for future references or even add too it so it becomes your portfolio for college. Take this seriously...IT'S YOUR SEMESTER GRADE!!!!

***All students will present their portfolio orally to the class using the terminology and knowledge of each technical area while connecting each area back to the production concept. ***

There is ZERO TOLERANCE for cheating.

Anyone caught cheating will receive a zero for a grade and parents will be called.

No alternate assignments will be given.

CLASSROOM PROCEDURE

EVERY DAY...

Come in, put book bag on the table and have a seat.... in your chair! (do NOT congregate at the couches!) I will take attendance and make any necessary announcements. Once a week we say the Pledge of Allegiance. I expect everyone to listen to the daily announcements when appropriate. Once the business is out of the way, we will warm up and begin our activities. Remember this is an ELECTIVE class! Either accept this class by giving it your best and trying 100% or take another elective class...there are many!

1. ATTENDANCE

Since this is a participatory class, your attendance is very crucial. If you miss work or a performance in class for whatever reason, you **MUST MAKE IT UP** by doing extra scenes, reports, etc. for the points. If the work is a group activity, you will be replaced after two days of absences. If you are absent the day of a performance, I **WILL CALL HOME** to confirm your absence. If it is excused, you will then perform the **FIRST** day you return to school. Remember, you get daily points for participating. Missing class unexcused, will give you a zero for that day.

2. TARDIES

Time is precious in a theatre class. Therefore, if you are late, you are not prepared and will result in loss of participation points. Excessive tardiness will not only cause you to lose points, but detentions will also be given. I expect everyone to participate in any given activity, critique or performance. Failure to do so will result in a zero for the activity / performance or loss of participation points.

3. SURROUNDING AREAS

Classroom: This is a working area... **NO FOOD** (includes candy), or **DRINK** (unless it's a screw top lid. Gum and Hats are OK unless you are presenting or working in scene shop. **NO cell phones!**

***FOOD:** If you must eat a personal snack, do so in the lobby as I prefer that you do **NOT** eat in the theatre classroom. Per district policy, food is not to be shared as a class.

Restroom: It is across the hall from the classroom. There is no pass. Please tell me you need to use it and be quick to return to our activities.

Theatre Storage Area: Do not get into the props/costume/set pieces/hats without my permission.

Computers: Chrome Books are available on a first come basis. Do not download any software or add documents to the desktop. Use your student folder and the Google drive. Be courteous of your time and let other use them as well.

Hallway: If you need to work in the hall or theatre, let the poor teacher know where you are. Make sure you work and not visit the commons or music dept. Trust is a factor here, do not break it. If you cannot be trusted in the hall to work, you will **ONLY** work in the room.

Scene Shop: Limit of 6 people at a time will be allowed in the scene shop for safety reasons. At any time you are not following correct procedure in the scene shop you will be removed and lose points for that day. At the end, clean up your mess. **DO NOT LEAVE TOOLS, BOOKS, or PAINTS** out everywhere. You will lose daily points.....which add up!!!

4. SAFETY

Students will be required to fill out a safety review sheet and get a parent signature. Without this signed sheet, you will not be allowed to use the equipment and therefore, unable to complete the assignments. You must have common sense and maturity when working in Tech Theatre. Many things can be dangerous, therefore the first time I see you abusing safety guidelines, you will be removed from that area and receive a Zero for that unit

5. COMMON COURTESY

RESPECT EACH OTHER and **EACH OTHER'S PROJECTS**. Share the tools, the space and look out for each other!

DO NOT LEAVE UNTIL I DISMISSES YOU!!!

BE DEPENDABLE, ACCEPTING, TACTFUL, AND KIND TO ALL.

Please check my website for updated course information and events for play production hours!