



## Technical Theatre III

# Course Scope and Goals 2011-2012

### **Course Scope:**

This one-year course is designed for students who have successfully completed Technical Theatre II. Students will design, construct, and apply theatre production skills for classroom projects, and potentially for school productions. Students will assume leadership responsibilities for all school plays, musicals, and other theatre related performances. The appropriate use of technology is an integral part of this course. This course also includes a more in-depth examination of Theatre as the study of the Human Condition, and you will be required to learn proper methods of research to support and influence your artistic choices. Completion of this course will result in a Certificate of Competencies in Technical Theatre.

### **Course Goals:**

1. To demonstrate correct safety usage and techniques of equipment and materials as they relate to technical theatre
2. To analyze a variety of dramatic texts from cultural and historical perspectives to determine design concepts within a production
3. To design and produce by conceptualizing and realizing artistic interpretations for informal or formal productions
4. To demonstrate leadership skills in collaboration with others to achieve an ensemble in technical production
5. To apply leadership, discipline, knowledge, and skills for advanced preparation in technical theatre
6. To research by evaluating and synthesizing cultural and historical information to support artistic choices
7. To generate, utilize and evaluate coherent stage management, promotional, and designer plans
8. Continue to develop an understanding of theatre as an artistic approach to the study of the Human Condition.



## Technical Theatre III

# Course Expectations 2011-2012

### Grading and Evaluation Procedures

As a Technical Theatre III student, you have the privilege of holding leadership roles for productions on the Mainstages and in the in the Black Box Theatre, and shows for other departments. This course is a continuation and expansion of the course scope and goals that govern Tech I and II. You will assist in supervising after school building crews, doing different behind-the-scenes jobs for productions, and assist the Tech I-II students in the learning process.

This course focuses on leadership and supervisory skill-building. Depending on your proven level of proficiency in a given area of technical theatre, you will be given leadership responsibilities as liaison to the technical director, designer, director, scenic artist, etc. You will also have the opportunity to work in many aspects of the theatre (with demonstrated proficiency.)

You are required to work outside the classroom and the school day for our current production(s), and view and technically evaluate productions within the community.

**THEATRE HOURS:** Tech III students will be required to work **40 hours per grading period (qtr)** as part of the co-curricular program at LVAT.

You will be evaluated by the instructor as to how well you have completed your assigned crew tasks, based on the following criteria:

- Quality of work
- Evaluation of knowledge base of your crew
- Equity of labor
- Degree of cooperation

There are times that you will be expected to enter an agreement with the instructor, a CONTRACT, that outlines each project's goals and assists you in working toward your responsibilities to that project.

You may also be required to read up to three plays from the Departmental Reading List every nine weeks, and write a short play report on each.

In addition, there will be quizzes and final examinations based on lectures, class discussion, visiting professionals, tours and field excursions, and other elements of the technology. You must keep abreast of the terminology, and we will constantly be learning new vocabulary.

### POINT VALUES

Assignments	Variable (usually 25-75 pts. each)
Play Reports	50 pts.
Crew Projects	Variable (usually 25-75 pts. each)
Quizzes	20-25 pts. each
Portfolio Assignments	Variable (usually 25-75 pts. Each)
Special Projects	Variable (usually 25-75 pts. each)
Final Examinations	80-100 pts., figured to 10% of Semester Grade
Theatre Hours	2 pts. per hour
Participation Points	4 pts. per school day excluding exam days

- Semester grades are figured on a percentage of points earned, 45% per quarter and 10% exam.
- 10% will be deducted per day for every complete assignment/project that is handed in late. After 3 days late, the assignment will be worth 50%. Incomplete work will not be accepted.
- All assignments per grading period must be handed in by the Friday, one week before the end of each grading period.
- All work handed back will be saved in your files until the end of the school year.

### Attendance And Eligibility

Attendance is extremely important. There will be others in class and on crews that will be depending on you to do your part. **You will your participation points for every day you are absent, regardless of reason, after two absences per semester.** Become familiar with the CCSD Attendance Policy, and the Student/Parent Handbook.

*My door is always open; if you have a problem or concern, I will always make time to listen.*