SUBJECT AREA – VISUAL & PERFORMING ARTS

COURSE TITLE:	STAGECRAFT
<u>CBEDS ASSIGNMENT</u> <u>CODE:</u>	2905
COURSE CODE:	V0929e
<u>GRADE LEVEL:</u>	9-12
COURSE LENGTH:	One Year
PREREQUISITE:	None
CREDIT:	10 Units
UC/CSU CREDIT:	Meets Visual and Performing Arts requirement, "f" (pending UC approval)
<u>GRADUATION</u> <u>REQUIREMENT:</u>	Fulfills 10 units of Visual and Performing Arts/World Languages/Career Tech requirement for graduation
<u>STANDARDS AND</u> <u>BENCHMARKS:</u>	Visual & Performing Arts/Drama: 1.2, 1.4, 1.6, 2.4, 3.6, 4.1, 4.2, 5.1, 5.3 - 5.5

SUBJECT AREA – VISUAL & PERFORMING ARTS

<u>COURSE DESCRIPTION:</u> In this course, students learn the theory and practice of skills in set production, stage design, lighting and sound, costuming, theater management, and makeup with emphasis on procedures and techniques in all these areas. Students study these elements from a historical and contemporary perspective and learn the critique process. Students act as technical artists involved in staging and presentation of school productions and drama class performances.

<u>COURSE GOALS:</u> Upon completion of the course, student will:

- 1. Develop a strong understanding and appreciation of theatre as art.
- 2. Acquire those skills necessary to become an active designer and theatrical technical artist.
- 3. Acquire the ability to work as an active member of a creative team committed to the production process.
- 4. Develop skills and form connections to local professionals that will enable the student to work in our theater community as technical artists.

TEXTBOOK MATERIALS: None

<u>TEACHER RESOURCES:</u> Published play scripts (Samuel French, Inc, & Dramatists Play Service Inc. catalogues & classroom libraries) Scene Design and Stage Lighting, sixth edition (Parker, Wolf) <u>Theatre: Art in Action, Stage and the School</u>

	SECRAFT	CAHSEE	Standards & Benchmarks	Standards Based Test (CST)	Assessment	Timeline
ARTI	STIC PERCEPTION					
Processing, Analyzing, and Responding to Sensory Information Through the Language and Skills Unique to Theatre		N/A	1.0	N/A		10% of class time
1.0	STUDENT OBSERVES HIS/HER ENVIRONMENT AND RESPONDS, USING THE ELEMENTS OF THEATRE. OBSERVES FORMAL AND INFORMAL WORKS OF THEATRE, FILM/VIDEO, AND ELECTRONIC MEDIA AND RESPONDS, USING THE VOCABULARY OF THEATRE.					
	 1.1 Discusses observations of elements: Lighting Mood Color Atmosphere Sound 		1.2		Constructed Response Personal Communication	
	 1.2 Uses appropriate vocabulary to construct meaning. Theme Style Design Form 		1.4		Personal Communication	
	1.3 Researches, develops and helps produce a production as actor, director, <u>designer</u> or playwright.		1.6		Performance assessment	

	GECRA	FT	CAHSEE	Standards & Benchmarks	Standards Based Test (CST)	Assessment	Timeline
2.0	STUE IN AC SCRI INFO ELEC	erforming, and Participating in Theatre DENT APPLIES PROCESSES AND SKILLS CTING, DIRECTING, DESIGNING, AND PT WRITING TO CREATE FORMAL AND RMAL THEATRE, FILM/VIDEOS, AND CTRONIC MEDIA PRODUCTIONS AND TO FORM IN THEM.	N/A	2.0	N/A		45% of class time
HIST	2.1 ORICA	Expands knowledge of the collaborative process of actor, director, writer and technical artists through classroom activities.		2.4		Performance Assessment Teacher Observation	
		ling the Historical Contributions and nensions of Theatre					
3.0	DEVE AND PRES WOR	DENT ANALYZES THE ROLE AND ELOPMENT OF THEATRE, FILM/VIDEO, ELECTRONIC MEDIA IN PAST AND SENTS CULTURES THROUGHOUT THE LD, NOTING DIVERSITY AS IT RELATES HEATRE.	N/A	3.0	N/A		5% of class time
	3.1	Performs, designs, or directs a theatre piece in a specific theatrical style.		3.6		Performance Assessment	

	GECRA	AFT	CAHSEE	Standards & Benchmarks	Standards Based Test (CST)	Assessment	Timeline
AES	THETIC	CVALUING					
Responding to, Analyzing, and Critiquing Theatrical Experiences							
4.0	FROI ELEC ARTI	DENT CRITIQUES AND DERIVES MEANING M WORKS OF THEATRE, FILM/VIDEO, CTRONIC MEDIA, AND THEATRICAL STS ON THE BASIS OF AESTHETIC LITIES.	N/A	4.0	N/A		10% of class time
	4.1	Articulates criteria for valuing and defending his reactions to a theatre performance on the stage or drama classroom.		4.1		Personal Communication	
	4.2	Uses theatre vocabulary in valuing the contributions of informal and formal theatre productions when discussing artistic choices.		4.2		Personal Communication Constructed Response	

	GECRAFT	CAHSEE	Standards & Benchmarks	Standards Based Test (CST)	Assessment	Timeline
Conn Film/	NECTIONS, RELATIONSHIPS, APPLICATIONS necting and Applying What Is Learned in Theatre, Video, and Electronic Media to Other Art Forms Subject Areas and to Careers					
5.0	STUDENT APPLIES WHAT HE/SHE LEARNS IN THEATRE, FILM/VIDEO, AND ELECTRONIC MEDIA ACROSS SUBJECT AREAS. DEVELOPS COMPETENCIES AND CREATIVE SKILLS IN PROBLEM SOLVING, COMMUNICATION, AND TIME MANAGEMENT THAT CONTRIBUTE TO LIFELONG LEARNING AND CAREER SKILLS. LEARNS ABOUT CAREERS IN AND RELATED TO THEATRE.	N/A	5.0	N/A		10% of class time
	 5.1 Describes how theatre skills and processes are used in various subject areas and careers. Cross curricular/career Creative production Time management skills Demonstrates ability to create a theater production 		5.1		Personal Communication Constructed Response Performance Assessment	
	5.2 Manages time, prioritizes responsibilities and meet completion deadlines as specified by group leaders, team workers and directors.		5.3		Performance Assessment	

	STAGECRAFT		Standards & Benchmarks	Standards Based Test (CST)	Assessment	Timeline
5.3	Critically assesses self and others as a means to guide and inform creative work.		5.4		Constructed Response	
5.4	Demonstrates ability to create rehearsal schedules, sets deadlines, organizes priorities, and identifies needs and resources when working in a production group		5.5		Performance Assessment	

TEACHING STRATEGIES AND PROCEDURES

- Direct Instruction
- Modeling Demonstrations
- Group Discussion
- Individual and Group Coaching
- Group and Individual Performance Assessment
- Self-assessment
- Lab Work
- Student Work Crews

GRADING GUIDELINES

See AUHSD Grade Guidelines: Final Mark Rubric and Final Course Mark Determination Components.