

Technical Theatre I

Syllabus

Seven Lakes High School

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Objectives:

Technical Theatre I is a hands-on introduction to the understanding, designing, crafting and execution of theatrical productions. Our objective is to learn the basics of theatre terminology and to obtain the hands-on skills to properly execute the basic theatre production. You will come from this course a better problem solver, carpenter, electrician, sewer, sound engineer, designer and leader.

Course Description:

Tech Theatre I will introduce the first year technician to the areas of stagecraft and theatrical production. *You will build, paint, climb ladders, lift things and handle power tools in this class.* The theatre elements to which you will be introduced will include, but are not limited to:

Stage elements	Stage properties	Crews/Assignments
Theatre appreciation	Costumes	Makeup
Lights/Sound	Fly System	Set Construction
Stage Management	Scene Painting	Tools/Equipment

All students are encouraged to participate in all theatre productions. The audition and performance dates will be announced in class and over the school announcements.

This is a prerequisite for Tech Theatre 2, which is a design course, which focuses on hand, and CAD drawings/ designs.

General Course Requirements...

- I. YOU **MUST** maintain a 3 ring BINDER and bring it to class **daily**. We will have random Notebook checks for a **quiz** grade. The following **MUST** be in your binder and divided in the following sections at all times:

- * The Syllabus
- * College Ruled Paper
 - * Daily Objective section
 - * Question of the Day section (Q.O.T.D.)
 - * Notes/Vocabulary section
 - * Handouts section
 - * Exams with corrections section
 - * Critiques section

*(Optional) 3 Ring Pencil Bag (with two #2 pencils, an eraser & Yellow, Blue, Pink & Green Highlighters)

*****Closed Toed Shoes** are required at all times while in the theatre and in the classroom***

- II. **Two Shows-** View and evaluate one (1) live, scripted 2 act (full length) Theatre event per semester at the high school level or above. This is a requirement of the state curriculum (TEKS). Live theatre events do **not** include videos of any kind, films, T.V. shows, one-act plays, pageants, dances/ballet or any type of concerts. **This viewing/evaluation will equal one (1) major grade.** You will turn in a **ticket stub** (with date) along with **at least** one full page typed (page and a half is a goal) (12 font, double spaced, Times New Roman, 1 inch margins, with NO header over one inch) critique telling me briefly (two sentences or less) about the full length production and then the rest of the critique should be about what technical aspects of the 2 act show you thought were great and what you thought did not work for the production. Failure to turn in the ticket stub will result in a zero. The evaluation must be turned in one week prior to the end of each semester (The TUESDAY of review week). The critique must be typed and is graded for grammar, spelling, punctuation, technical theatre content, etc.
- III. **Appreciation hours:** all entry level theatre students are required to complete a minimum of 10 theatre appreciation hours per semester. **The hours must be documented on your 'Production/Crew Hours' time sheet and will count as one (1) major grade during the 3rd and 6th six weeks grading periods. I can not grade your work without the time sheet. Do not lose it.** Also, you are to **type** a half page summary of the production you saw or production worked in regards to the technical aspects of the show or the work day. Talk about what technical elements were involved, and what worked and what didn't work with the show or workday. (Ex: Did the scene changes happen smoothly?) You are in charge of keeping up with your appreciation hour's time sheet. It's your responsibility to document and prove your crew hours. You may prove your hours with a ticket stub of the show you saw for hours or your signed time sheet. If no program was available, a note signed by the event sponsor will suffice. A director or Stage Manager **MUST** initial your timesheet, within **24 hours**, if you worked for the hours at SLHS. With the exception of theatre events, no student may acquire all of their hours from a single event and all events must be performed at the Jr. High level or above. There is a max of **two** hours per event. Working at home does not count towards these hours. Church jobs **MUST** be approved in advance. Any hours from Section II above **DO NOT** count towards these hours in Section III. These rules are subject to change. All hours must be turned in one week prior to the end of each semester (The TUESDAY of review week). Crew members must still type out their summary/journal too.
- Production Hours (Opportunities):**
- Any professional theatre performance or Jr. High or High School Performance
 - Live performances of band, orchestra, choir and dance concerts.
 - All SLHS theatre department activities.
 - Non-SLHS theatre rehearsal times may not be counted; however, you may count an actual performance. (Other fine arts departmental performances will be accepted).
- IV. **Critiques:** Find a critique/ review that mentions technical theatre in the review. You are to highlight with specific colors the following 7 things: critic, source, name of the show, an actor, a designer, thumbs up/down, and something technical. Highlighting with specific colors of all seven items is a must in the review you find (Yellow, Blue, Green and Pink). These reviews are due twice every six weeks and are a quiz grade. Only a one day late policy for this assignment. See handout for details. **(6 per semester).**

Grading Policy:

Projects & Tests will count 50%, Participation/Daily Work 35%, and Homework will count for 15%.

Texts:

Scene Design and Stage Lighting, Parker and Wolf; *A Practical Guide to Stage Lighting*, Steve Shelley; *Types of Drama*, Barnet/ Berman/ Burto/ Draya; *The Costume Technician's Handbook*, Ingham/ Covey; *The Backstage Guide to Stage Management*, Thomas Kelly; *Theatre: Art in Action*, Taylor/Strickland; *The Stage and the School*, Schanker/ Ommanney; *The Dramatic Imagination*, Robert Edmond Jones.

Technical Theatre Syllabus

Calendar

Subject to Change

2022-2023

1st Six Weeks:

Week 1: Intro., Charms, Theatre Tour, Stage Directions, Scene Shop Tour & rules, PAC Test Prep, Shop Test Prep.

Week 2: Tools, PAC **Test**, Measuring workshop

Week 3: Scene Shop **Test**. *Scenery!!!* Careers, Play analysis, Script analysis, Flats, Steps, Rakes, Ramps, Rails, Moldings, Styrofoam, Fasteners, Wood Joints.

First critique due. (1 of 12)

Week 4: WORK WEEK: Help build the set for *Shakespeare in Hollywood*. Work on lights and other tech as needed. Major Grade!

Week 5: Scales, **Project!!!** Building Flats. (Tues.) How to... (Wed-Fri) Group Work- Building a flat.

Critiques due this week. (2 of 12)

Week 6: Scene Painting: Primary Colors of Pigment. Marble, Brick, Wood Plank Techniques. Vocab. **Quiz**.

Project: Paint on the flats you have built three sections each with Marble, Brick, and Wood Plank.

2nd Six Weeks:

Week 7: Finish Painting; Props: Hand props, set props. Responsibilities. Ground Plans, Different ways of making ground plans for the same show using Props and set positions. Video- Set Design; Caveman Story!

Week 8: Catch up on set or move on to lighting... *Shakespeare in Hollywood* Performances!

Critiques due this week. (3 of 12)

Week 9: STRIKE *Shakespeare in Hollywood*; Lights: Basics, Instruments, angles, positions, terms, parts, cycs, bench focus, assign Lighting Morgue.

Week 10: Light Morgues **Due!** Color Theory (ROY G. BIV), Color Project, work on light morgue, Lighting **Quiz**.

Critiques due this week. (4 of 12)

Week 11: Electricity. Watts, Volts, Amps and Gauges. McCandless, Lighting Design 101 packets.

Week 12: Light Hang, circuit and Focus Week. Light Hang, Circuit and Focus **TEST**.

3rd Six Weeks:

Week 13: Light Boards. Light board demos, Light board **TEST**, cues.

Critiques due this week. (5 of 12)

Week 14: Texas Thespians Convention Week. Continue light talk and review Design Methods and types of lighting techniques.

Thanksgiving Break WEEK! (MON, TUES, WED, THURS, FRI)

Week 15: Catch up on all lighting notes and Intro to Special FX in lighting. Lighting Review, Lighting **Test!** Gobos and Special Effects.

Critiques due this week. (6 of 12)

Week 16: Review week. **SEMESTER WORK DUE!** Talk about Scenic and Lighting Techniques, vocabulary, terms and safety.

Week 17: FINAL **EXAM** WEEK!!!

HAPPY NEW YEAR!

Spring Semester

4th Six Weeks:

Week 18: Costume: History of. Sewing, Stitching, patterns, Fitters, drappers, pullers, stitchers. Costume Morgue.

Week 19: Finish Costume History and terms

Critiques due this week. (7 of 12)

Week 20: Costume game, Costumes terms con't, costume review, Costume **Test**

Week 21: Intro. to Sewing. Handout. Terms. Start sewing project, Finish.

Costume morgues due.

Week 22: Intro to Make-up, Make-up lab days. Project Week. In Dressing rooms, applying the different kind of make-up styles. *Cinderella* Performances!

Critiques due this week. (8 of 12)

Week 23: STRIKE *Cinderella*; Costume and Make-Up Review. **Test** on Costume and Make-up. Script Analysis of costume changes in a script and old ageing.

Week 24: Intro to Sound. Mics, Speakers, wirelesses, Hi, Mid, Lo, Gain, Mixers, CD Players, Midi, Mini-disc, record.

5th Six Weeks:

Week 25: Sound FX, Compressors, FX Processors, and music, sound boards, radio history, Foley artists FX, "WOTW".

Critiques due this week. (9 of 12)

Week 26: Computer Lab week- Audacity sound project: radio commercial

Week 27: Listen to projects, conclude on sound boards, Sound test review and **Test**. Intro to SM.

SPRING BREAK!!!

Week 28: Stage Management. Position, role, terms, scripts, responsibility, calendar, Chain of Command.

Critiques due this week. (10 of 12)

Week 29: Stage Management Project Week- Prepare Scenes

Week 30: Stage Management Project Week- Prepare Scenes

6th Six Weeks:

Week 31: Stage Management Project Week- Prepare Scenes; Present SM Scenes to class.

Critiques due this week. (11 of 12)

Week 32: SM Test Review, SM **Test**

Week 33: Intro to publicity and work on posters.

LAST of the 12 Critiques due this week.

Week 34: Marketing Project work week.

Week 35: Work on Posters, Publicity posters **due**. Rigging and Fly Systems. Cueing Scripts are **due**. Vocabulary **Quiz** on rigging. Rigging. Knots. Fly System, batons, rails, counterweight, and double-purchase vs. single-purchase. Never saddle a dead horse. Aircraft cable. Crosby's, shackles, span sets and turnbuckles.

Week 36: Review Week. **Semester Work Due.** Go over costumes, make-up, sound, stage management, publicity and rigging.

Week 37: FINAL **EXAM** WEEK!!!

Thanks and have a great summer!