

Technical Theatre Design & Production 1

State Course Description: students focus on developing the basic tools and procedures for creating elements of technical theatre, including costumes, lighting, makeup, properties (props), publicity, scenery, and sound. Technical knowledge of safety procedures and demonstrated safe operation of theatre equipment, tools, and raw materials are central to success in this course. Students explore and learn to analyze dramatic scripts, seeking production solutions through historical, cultural, and geographic research. Students also learn the basics of standard conventions of design presentation and documentation; the organizational structure of theatre production and creative work in a collaborative environment; and the resulting artistic improvement. Public performances may serve as a culmination of specific instructional goals. Students may be required to attend or participate in technical work, rehearsals, and/or performances beyond the school day to support, extend, and assess learning in the classroom.

Course Number: 0400410

Grade Level(s): 9, 10, 11, 12

1. I can read and analyze at least one play or musical and identify the purpose and relationship of the technical elements.
2. I can examine and explain the purposes and components of scenery, set design, props, lighting, sound, costumes, makeup, publicity, theatre management, and stage management.
3. I can define technical theatre vocabulary.
4. I can identify tools and their proper purpose while demonstrating proficiency in their use.
5. I can create and present at least one project in stagecraft including, but not limited to:
 - a. Floor Plan and Model
 - b. Rendering /Costume Design
 - c. Costume Construction
 - d. Publicity Design
6. I can implement the mathematical concept of scale.
7. I can evaluate the responsibilities of crew members and differentiate their purpose and importance within the production team.
8. I can identify stage directions, areas of the theater, and types of stages.
9. I can identify major design trends throughout history.
10. I can comprehend theatre safety rules and theatre etiquette.

Pinellas County Schools Key Learnings

	Pinellas County Key Learnings: TECHNICAL THEATRE 1	FL NGSSS
1	I can read and analyze at least one play or musical and identify the purpose and relationship of the technical elements.	TH.912.C.1.3 TH.912.C.1.4 TH.912.C.3.1 TH.912.S.1.8 TH.912.S.3.1 TH.912.O.3.5 LAFS.910.SL.1.1 LAFS.910.RST.1.1 LAFS.910.WHST.2.4 LAFS.910.WHST.3.9
2	I can examine and explain the purposes and components of scenery, set design, props, lighting, sound, costumes, makeup, publicity, theatre management, and stage management.	TH.912.O.1.3 TH.912.H.3.2 MU.912.H.3.1 LAFS.910.RST.1.3
3	I can define technical theatre vocabulary.	TH.912.C.1.3 LAFS.910.RST.2.4
4	I can identify tools and their proper purpose while demonstrating proficiency in their use.	TH.912.S.2.2 SC.912.P.10.15 VA.912.S.3.7 VA.912.S.3.12 LAFS.910.RST.1.3 LAFS.910.RST.2.4 MAFS.K12.MP.5.1
5	I can create and present at least one project in stagecraft including, but not limited to: <ol style="list-style-type: none"> a. Floor Plan and Model b. Rendering /Costume Design c. Costume Construction d. Publicity Design 	TH.912.C.1.4 TH.912.C.2.7 TH.912.C.2.8 TH.912.S.1.8 TH.912.S.2.9 TH.912.S.3.1 TH.912.O.3.5 TH.912O.3.6 TH.912.F.1.1 TH.912.F.3.3 VA.912.S.2.6 LAFS.910.SL.2.5 LAFS.910.RST.1.1 LAFS.910.WHST.2.4 LAFS.910.WHST.3.7
6	I can implement the mathematical concept of scale.	TH.912.S.2.1 LAFS.910.RST.1.3 MAFS.K12.MP.6.1
7	I can evaluate the responsibilities of crew members and differentiate their purpose and importance within the production team.	TH.912.O.1.3 TH.912.F.3.3 TH.912.F.3.4 LAFS.910.SL.1.1

Pinellas County Schools Key Learnings

8	I can identify stage directions, areas of the theater, and types of stages.	TH.912.C.2.3 TH.912.O.3.2 MAFS.K12.MP.7.1
9	I can identify major design trends throughout history.	TH.912.C.1.4 TH.912.H.2.5 LAFS.910.RST.1.1
10	I can comprehend theatre safety rules and theatre etiquette.	TH.912.S.2.2 TH.912.H.1.5 RST.1.3

NGSSS Big Ideas

C= Critical Thinking & Reflection

S= Skills, Techniques & Processes

O= Organizational Structure

H= Historical & Global Connections

F=Innovation, Technology, & Future

DRAFT