

Westmont High School Performing Arts Department

Technical Theatre I, II, III, IV Honors

Course Syllabus 2017 / 2018



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COURSE DESCRIPTION

This hands-on course takes students into the action that goes on "behind the scenes" in a theatrical production.

COURSE OBJECTIVES

- 1) To develop our skills as communicators. – 1st step: "I got it!"
- 2) To expose students to COLLABORATION through problem solving, leadership and working well under pressure
- 3) To teach students the specialized vocabulary of technical theatre by directly involving them in our productions.
- 4) To help students analyze and critique the design elements found in theatrical productions.
- 5) To expose students to the history of theatrical design and current trends in technical theater.
- 6) To bring TECH II, III & IV students to the understanding that "There is no design until the paperwork is done"
- 7) To bring TECH II, III & IV students to the understanding that "Documentation is a FORCE MULTIPLYER"

CONTENT STANDARDS

Technical Theatre fulfills the California State Standards for the Visual & Performing Arts as well as an elective requirement for graduation from Westmont High School and entrance to the UC/CSU system.

OVERVIEW OF COURSE WORK

Fall Semester

1st Six Weeks Technical Theatre Training
2nd Six Weeks Making a Play
3rd Six Weeks Technical Rehearsals

Spring Semester

1st Six Weeks Theatre Design Research Project
2nd Six Weeks Making a Musical
3rd Six Weeks One Act Festival / Advanced Show / Pitch Project

Check WestmontDrama.com for the most current dates

CLASSROOM EXPECTATIONS

- Provide the technical support for the productions and theatrical events at Westmont.
- Be dressed to do TECH work & "get messy" everyday. **NO FLIP FLOPS!**
- Learn the basic safety rules and operating procedures for all technical equipment and tools.
- Write one TECH critique of live theatre per semester.
- Attend strikes 2:30-5:30 for all shows (see rehearsal schedules)



ATTENDANCE POLICY

- When a child is absent the parent, guardian or student should contact the instructor as soon as possible.
- Students absent for school activities are expected to submit their work on time or before the work is due.
- Work loses a potential grade every day the work is late. (A work submitted 1 day late = B work)

CLASSROOM RULES

Show Respect

Do not use profanity, name calling, or physical abuse and be sensitive to the ideas, opinions and property of others. Respect each other, respect the work, respect the process, respect the director(s).

Be Here & Ready

Be here ON TIME for class and after-school rehearsals & evening performances. Never leave class without a pass. Late work is always accepted up to final exams begin for a lower grade.

Clean Up.

Keep the stage and the classroom clean – No food, drinks, or gum. Throw trash away outside.

A Special Note: Cell phones are to be left in the Cell Phone Carrier.



The theater building and all the spaces in which we share our love of theatre are extensions of the classroom and thus, all school rules are applicable.

GRADING POLICY

Class Work 50%

“Attitudes are Contagious” A *positive* attitude and strong work ethic are essential for success in this class. Students must participate in what ever work needs to be done. Students receive points for positive participation. Students lose points for disruptive or disrespectful behavior, being unprepared, and making negative contributions.

GRADING RUBRIC

A = Takes initiative and contributes beyond what is required. **D** = Seldom participates.
B = Participates often in class. **F** = Unacceptable.
C = Shows interest in class. **0** = Invisible



Hours 30%

In lieu of traditional homework, TECH students need to work an average minimum of thirty minutes per class session. EXAMPLE: If there are 12 classes during a grading period, the student needs to work 6 hours outside of class.

To record their hours, *students must clock in to any work session outside of class time.*

Students are encouraged to work during afterschool rehearsals and on production Saturdays.

Students can also earn hours for crewing non-Theatre Department events in the theater.

FALL

Grading Period #1: **14** class sessions = 7 hours required

Grading Period #2: **15** class sessions = 8 hours required

Grading Period #3: **13** class sessions = 6 hours required

SPRING

Grading Period #1: **16** class sessions = 8 hours required

Grading Period #2: **14** class sessions = 7 hours required

Grading Period #3: **15** class sessions = 8 hours required

Hours worked beyond the required minimum will count as extra credit IF the student has turned in at least one critique.

Assignments 10%

Assignments, tests and quizzes are occasionally given to assess whether or not students understand information and are learning their Theatre Vocabulary. Written work is graded on the clarity of the work; format, grammar, spelling, and mechanics count. Upper Division Techs will also create and present a Tech Portfolio (see attached)

PROJECT RUBRIC

A = Exceedingly high quality and original work. **D** = Minimum effort and work.
B = Consistently good and interesting work. **F** = Unacceptable work.
C = Satisfactory and complete work. **0** = No work

ONE ACT PLAY FESTIVAL

TECH students read one act plays, interview directors then choose plays to design. Designers are responsible for regularly meeting with their director. TECH students must attend after-school rehearsals: **2:30-5:30 May 8-17** and work performances: **May 24 & 25**. Any rehearsal or performance missed will reduce the student’s semester grade by one-third.

Critique 10%

Students must write one critique per semester on a show produced by a professional company, community theatre, high school or college. Shows produced by a children’s theatre or a church are not acceptable. Students are given an outline on how to write a critique.

NOTE: The instructor is available to help students find cost effective ways to see plays and musicals.

If a student does not write at least one critique, they can not receive an A.

ACADEMIC CODE OF CONDUCT

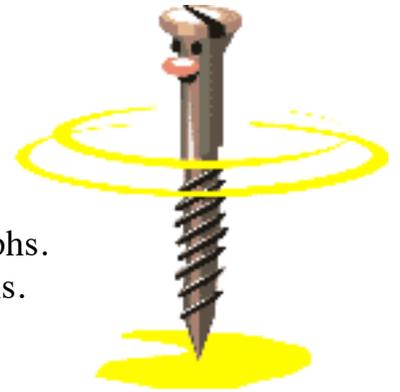
All students are expected to adhere to the guidelines of the Westmont High School Academic Code of Conduct.

SAFETY

- REMEMBER: Quick and convenient solutions are usually NOT the safest solutions.
- Possession of a knife or cutting device on campus is grounds for immediate expulsion.
- All box cutter utility knives and other dangerous hand tools must be signed in and out.
- No student can use any power tool until they have passed their general safety test, a specific safety test on the tool to be used, and have been trained how to use that tool by Mr. Bengford.
- If you are not sure how to use a tool, ask Mr. Bengford.



Theatre Critiques **FOR TECHS**



Your Tech Critique should contain four paragraphs.
Use MLA Format for your heading and margins.
One critique is required per semester

Short Paragraph 1 - The Basics (3-5 sentences)

Introduce the name of the play, author, place of performance, date of performance, and director.
In a few sentences talk about the basic theme of the play and discuss the general plot.

Paragraphs 2 & 3 – The Design (4-8 sentences each)

In each of these paragraphs, write about a separate element of the play's design.
Choose one topic from the following list for one paragraph and another for the next paragraph:

- SET: Did the set establish the correct mood and background for the play? How?
- LIGHTS: Did the lighting convey the proper mood, emphasis, and illumination? How?
- COSTUMES & MAKE UP: Were the costumes and makeup true to the period and characters? How?
- SOUND: Did the sound effects and music contribute to the show's mood? How?

Be sure to include the names of the designers.

Short Paragraph 4 - The Reaction (3-5 sentences)

What was your opinion of the play as a whole? Don't be generic.
Avoid meaningless phrases like: "two thumbs up" or "three out of five stars"

REMEMBER TO:

1. Back up your opinions with valid reasons.
2. Be objective, fair and constructive.
3. Attach a program for the performance you saw (*unless you saw the show with me as a field trip*)

CUHSD THEATER TOUR VOCABULARY

as of August 13, 2017

Starting outside...

Stage Door
Call Board
Light Switches
Loading Dock Door (Roll Door)
*Stage Manager's Cabinet
First Aid Kit #1
Wings
Ghost Light
Orchestra Pit
Pit Lift
*B's Cabinet
Tool Room
Midway Aisle
Mezzanine
*Mezz Ledge
Vestibule HL
Lobby
Audience Bathrooms (only for shows)

Going up...

Control Booth Door
Elevator & Clearance
Sound Booth
DAW
Sound Cabinet(s)
Light Booth
Light Board
Stage Manager's Podium
Lighting Cabinet(s)
*Gel File (Black)
Followspot Booth (3rd Floor)
*ME Station
*Sound Cable Rack
*Light Cable Rack
*Auxiliary Cable Rack
*Special Effects Shelves
*Prop Loft
Transverse Grid
Catwalks 4, 3, 2, 1
Pipes & Battons
Winches

Back in the lobby...

Pantry
First Aid Kit #2
Ticket Window
Ticket Counter
*Costume Shop (all but DelMar & Branham)
Display Boards
Vestibule HR

Back in the theater...

Side Tabs
Musician's Door
Pit Steps
Torms / Proscenium Arch

Backstage...

Light Trees
Crestron Panel
Wired Headset Systems
Main Drape or Act Curtain
Legs & Borders
Mid-Stage Traveler
Black Scrim
Upstage Traveler
Ground Row
Cyclorama (Cyc)
Backstage Vestibule
Green Room
*"Stupid" Doors
Piano Storage
Backstage Monitor
*Greenroom Sound System
Dressing Areas
Bathrooms

Back outside...

The Cage
Chop Saw / Miter Box
Wood Rack
Saw-Stop
Paint Shop
Paint Deck
*C-Trains 1, 2, 3, 4, Suzie

- = Not all CUHSD Theaters have this item