

## **STAGECRAFT**

Grade Level: 9, 10, 11, or 12  
Length: Semester  
Period/s Per Day: 1 period  
Credit: 0.5  
Credit Requirement fulfilled: Vocational/Elective

### **Course Description:**

Study of basic skills and procedures used to realize a design concept into a finished stage production. Work with design principles and construction techniques including, scenic, costume, sound, props and projections set construction, and stage lighting. This course is designed to introduce the student to the vocabulary, processes, materials, tools, and artistry behind the design and fabrication of a theatrical production. Throughout the semester, the student will gain a working knowledge of all aspects of the production methods used to produce a theatrical production.

This course is for any student who is wanting a challenge to look at play production from every aspect. Student will have classroom and hands-on skill development. Students who are interested in working in theater production as a college option or career will benefit.

### **Student Objectives:**

By the end of the course the student should be able to:

1. Analyze problems using critical thinking and creativity develop innovated solutions
2. Appreciate aesthetic and creative activities
3. Use appropriate technology and information to conduct research and formulate effective oral and written communications
4. Students will be able to deconstruct a play to identifying key components and themes.
5. Students will be able to identify the key professional positions and the responsibilities that go with each role within a production company.
6. Student will be able to identify types of theatrical stock scenery and its strength and weaknesses as constructed by entertainment carpenters.
7. Students will be able to identify the look and use of different theatrical lighting instruments as well as the computers that control them used by lighting engineers.
8. Students will be able to identify and use the different sound equipment used by audio engineers.
9. Students will be able to implement the different areas of theatrical design the role of each designer in regards to that type of design.
10. Student will be able to create a scale model of a set for a theatrical space.
11. Students will be able to interpret the design intent of a set/props/costumes/lighting/sound design.

**Pacing and pertinent Montana Content Standard:**

<b>Pacing</b>	<b>Montana Content Standard for CTE</b>
<i>Unit 1. History and Art</i> <i>Unit 2. Safety and Scenery</i> <i>Unit 3. Rigging and Lighting</i> <i>Unit 4. Costume and Makeup</i> <i>Unit 5. Projections and special Effects</i> <i>Unit 6. Stage management and Careers</i>	(a i ii) (b i ii iii) (d i ii) (e i iii) (f i ii) (g ii) (I i ii iii) (k iii)

**Course Outline and Assessments:**

Unit I: History and Art

- A. Brief History of Theatre
- B. Collaboration
  - a. Design for the theatre
  - b. First one act play introduced for reading and projects.
  - c. Quiz
  - d. Composition
  - e. Color Theory
  - f. Quiz
  - g. Drawing, Rendering, and Drafting
  - h. Drawing plates turned in
- C. Safety
- D. Test
- E. Scenery
  - a. Designing scenery
  - b. Renderings
- F. Building methods
  - a. Tools
  - b. Material
  - c. Platforms
  - d. Flats
  - e. Stairs
- G. Test
- H. Props
  - a. Set dressing
  - b. Hand props
  - c. Project
- I. Scenic Paints
  - a. Floor drops/ Wall drops

- b. Walls scenery
  - c. Cut outs
  - d. Project
- J. Rigging
- a. Fly lofts
    - 1. Hemp
    - 2. T track
    - 3. Electric hoists
    - 4. project
- K. Lighting
- a. Instruments
  - b. Lighting computers
  - c. Dimmers
  - d. Project
- L. Sound
- a. Instruments
  - b. Sound computers
  - c. Microphones
  - d. Project
- M. Costumes
- a. History
  - b. Design process
  - c. Construction methods
  - d. Project
- N. Makeup
- a. Design process
  - b. Types/brands
  - c. Project
- O. Stage management
- a. Paperwork
  - b. Calling a show
  - c. Project
- P. Careers
- a. Professions
  - b. Unions
  - c. Freelance
  - d. Project

**Timeline:**

**Resources:**

HPS Technology Curriculum : [HPS Technology Curriculum](#)

*Stagecraft Fundamentals: A Guide and Reference for Theatrical Production* 3<sup>rd</sup> Carver, Rita Kogle

*Illustrated Theatre Production Guide* 3<sup>rd</sup> John Holloway.

*Backstage Handbook*, 3<sup>rd</sup> ed., Paul Carter

*The Stagecraft Handbook*, Daniel Ionazzi

*Scenic Design and Stage Lighting* W Oren Parker. R. Craig Wolf, Dick Block (9<sup>th</sup> edition)

[Rosebrand](#)

[Usitt](#)

[School Theatre](#)

[Events Safety Alliance](#)