



Technical Theatre Design & Production

Technical Theatre Design & Production 1 #0400410
<https://www.cpalms.org/PreviewCourse/Preview/4151>

Technical Theatre Design & Production 2 #0400420
<https://www.cpalms.org/PreviewCourse/Preview/4154#>



Curriculum Map

Sequence

Supports

Feedback

Quarter	Unit	IG	Topic Name	Standards	Assessment	Days*	
First Quarter	Intro To Technical Theatre & Scenic Design		Introduce and create an overview for all of the different design disciplines. Basic stage types, areas of stage, and	TH.912.C.2.3 TH.912.O.3.2		Week 1	
			Understand different production responsibilities of a Scenic Designer. Review the different types of theatres, and advantages and disadvantages of each type (Proscenium, Thrust, Blackbox).	TH.912.O.3.2		Week 2	
			Learn to develop basic scenic design documents and draftings. Ground Plans and Front Elevation.	TH.912.O.1.3		Week 3	
			Understand the basics 3D Drafting and hand drafting. Create mock designs.	TH.912.O.1.3		Week 4	
	Set Construction and Stagecraft		Students will learn safety protocols for using tools and working in the shop and stage.	TH.912.S.2.2	Formative observation and quiz		Week 5
			Students will learn the basic construction of flats, platforms, stairs and steps, and door and window frames.	TH.912.S.2.2	Summative performance		Week 6-7
			Students will learn basic shop math, eg., using a measuring tape, making cut lists, unit conversions, etc.	LAFS.910.RST.1.3	Formative quiz		Week 8
			Scenic Painting and Finishing work	TH.912.F.3.5	Summative performance		Week 9
		Second Quarter	Costume		Introduction to Costuming: Discuss and research style, genres, and eras. Present examples of contrasting styles and genres.	TH.912.H.2.5 TH.912.C.1.6	Formative discussion and writing
	Basics of sewing: hand sewing and how to use a sewing machine. Using scrap fabric, students can learn different types of stitching and practice running fabric through a sewing machine.			TH.912.O.1.3	Formative performance	Week 2-3	
	Students will learn how to use patterns for costumes.			TH.912.O.1.3	Summative performance	Week 3	
	Students will design and construct a costume for a show.			TH.912.H.2.5	Summative performance	Week 4-5	
Make-Up Design			Introduce Makeup Manufacturers and Tools (the basics needed for your toolkit), Shapes of the Face (studying the 4 types), Skin Tone (matching base colors), and Highlight & Shadow (how to identify and design).	VA.912.S.3.7 VA.912.S.3.12 LAFS.910.RST.1.3	Summative & Formative (Discussions, Written Responses, Tests/ Quizzes, Google Forms)		Weeks 6 & 7
			Introduce Blending (blending soft and hard edges), Basic Corrective Make-Up (correcting and unifying a look), and Safety & Hygiene of using Make-Up (best practices in working with models).	VA.912.S.3.7 VA.912.S.3.12 LAFS.910.RST.1.3	Summative & Formative (Discussions, Written Responses, Tests/ Quizzes, Google Forms)		Weeks 8 & 9
			Perform a sample make-up design (sketch using paper or virtual design, and then also a physical	TH.912.C.2.8 TH.912.S.2.9	Summative (Rubric -		Week 10



			model). Provide a presentation and a step-by-step tutorial on the process.	LAFS.910.RST.1.3 TH.912.F.1.1	Based)		
Third Quarter	Lighting Design		Introduce and understand how lighting can be used in Presentational and Representational Design elements. Understand the difference between additive and subtractive color theory, and directional lighting.	TH.912.O.1.3 TH.912.O.3.5		Week 1	
			Gain an understanding of how collaboration occurs between lighting designers and other design elements. Learn to develop documentation typically generated by a lighting designer (Lighting plot, cue sheet, equipment list.)	TH.912.O.1.3 TH.912.O.3.6		Week 2	
			Identify the different types of Lighting instruments typically found in theatrical productions and advantages & disadvantages of each (ie. Source 4, Parcan, Parnell, Fresnel).	TH.912.O.1.3	Summative Assessment (All Material Covered)	Week 3	
			Practice the hanging and focusing of theatrical lighting and be able to implement them into a production.	TH.912.F.2.4	Formal Observation	Week 4	
			Understand programming and creation of show cues using lighting boards. Students should be able to create lighting looks, write light cues, and customize lighting cues to best serve the needs of a specific production.	TH.912.O.1.3 TH.912.O.3.5	Formal Observation	Week 5	
		Sound Design		Introduce and understand how sound can be used in Presentational and Representational Design elements. Create sound effects that can be used to tell a story.	TH.912.O.1.3 TH.912.O.3.6		Week 6
				Introduction to Sound concepts and science behind sound. Introduce Frequency and Decibels as units of measurement and discuss how they are utilized in sound equipment.	TH.912.O.1.3		Week 7
				Gain an understanding of how collaboration occurs between lighting designers and other design elements. Learn to develop documentation typically generated by a lighting designer (Cue sheet, equipment list, design statement).	TH.912.S.2.1	Summative Assessment (All Material Covered)	Week 8
				Gain an understanding of signal flow in a sound system, and learn how a sound moves from source (microphone or to a destination. Be able to troubleshoot a sound system in order to get sound from one microphone to a speaker.	TH.912.O.1.3	Formal Observation	Week 9
				Identify and know the use for different types of audio connectors (XLR cable, ¼ Inch cable , ⅛ Inch cables). Understand the basics of a sound board and how to mix and direct sound for a production.	TH.912.F.2.4	Summative Assessment	Week 9
Fourth Quarter	Stage Management & Publicity		Introduce the role of the Stage Manager and research the design process of running a show. (Paperwork & Prompt Script, Preparing for the First Rehearsal, Tracking and Preparing for all Rehearsals, Technical Rehearsals, Calling a Show, and Running a Show).	TH.912.S.3.1 TH.912.S.2.9 TH.912.S.2.1 TH.912.O.1.3	Summative & Formative (Discussions, Written Responses, Tests/ Quizzes, Google Forms)	Week 1	
			Complete a Culminating Project to complete the Stage Management elements. (DTA Resources recommend creating a “new” production of the poem, <i>Jabberwocky</i> by Lewis Carrol, but any script can be used for assignment.)	TH.912.S.3.1 TH.912.S.2.9 TH.912.S.2.1 TH.912.O.1.3	Summative (Rubric - Based)	Weeks 2 & 3	
			Compare and Contrast Marketing vs. Publicity and understand the “Who, What, When, Where, and Why” of a production and targeted audience. Explore the Top Tips for Publicizing a Show and the various ways to approach the process.	MAFS.K12.MP.7.1 LAFS.910.WHST.3.7 LAFS.910.SL.2.5 LAFS.910.SL.1.1	Summative & Formative (Discussions, Written Responses, Tests/ Quizzes,	Week 4	



					Google Forms)	
			Read and work through Case Study examples to better understand the role of Publicity (DTA resources provide specific examples). Understand your school's publicity strategy and brainstorm ways to promote a production. Create a Publicity Checklist for a future project/production.	LAFS.910.WHST.3.9 LAFS.910.SL.2.5 LAFS.910.SL.2.4 LAFS.910.SL.1.1	Summative & Formative (Discussions, Written Responses, Tests/ Quizzes, Google Forms)	Week 5
	Production Design		Scenic Design students will be assigned a script to read and create the set design for working with other members of the production team to fully realize the production. Students will be required to turn in Groundplan, Rough Sketches, Research Images, and a Final Detailed Design.	TH.912.C.2.4 TH.912.O.1.3 TH.912.S.2.1	Summative & Formal (Students turn in completed work)	Week 6-9
			Costume & Makeup Design students will be assigned a script to read and create the costume and makeup design for working with other members of the production team to fully realize the production. Students will be required to turn in: Rough Sketches, Fabric Swatches, Makeup Charts, and Final Detailed Costume Design.	TH.912.C.2.4 TH.912.O.1.3 TH.912.S.2.1	Summative & Formal (Students turn in completed work)	Week 6-9
			Lighting Design students will be assigned a script to read and create the lighting design for working with other members of the production team to fully realize the production. Students will be required to turn in: Lighting Plot, Cue List, and Gel Colors.	TH.912.C.2.4 TH.912.O.1.3 TH.912.S.2.1	Summative & Formal (Students turn in completed work)	Week 6-9
			Stage Management & Sound Design students will be assigned a script to read and create the sound design and prompt book for the production. Also students will be working with other members of the production team to fully realize the production. Students will be required to turn in depending on which they are doing: SM- Prompt Book, Rehearsal Reports, and 1 Performance Report. Sound Design- Cue Sheet, Sound Cues List, and an example of the cues to be used.	TH.912.C.2.4 TH.912.O.1.3 TH.912.S.2.1	Summative & Formal (Students turn in completed work)	Week 6-9

*The days provided for each unit/topic is an estimate that may be adjusted by subject-level PLCs based on student achievement data. The days are based upon **every other day scheduling** and should be adjusted, if necessary, based upon a daily format. The recommended days shown are less than the actual days for each quarter to allow for additional time for routines, testing, absences, remediation and outside considerations.

