

Beacon Charter High School for the Arts

Spring 2017

Course Syllabus

Sophomore Technical Theatre Design

Instructor: Jason Robert LeClair

Jason Robert LeClair has his Masters in Art Education from the University of Florida and is an Honors graduate of the Massachusetts College of Art and Design with a Bachelors of Fine Arts in Media and Performing Arts. He has been teaching the art of theatre in all aspects since 1999. Working in professional theatres as technical director, community theatres as artistic director and consultant, as well as high schools across the state, he has earned a solid local reputation for excellence. President of the Rhode Island Theatre Education Association from 2010 – 2014 and Director of International Thespians Troupe 7444, Mr. LeClair continues to work in the realm of arts education encouraging the collaborative nature of the theatrical arts.

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Office Hours: By appointment

Course Description: Through the study of theatre design, students will gain a fuller understanding of the stage as an artistic medium. From the concept to design models, students will be taught the elements of design for the stage in Sets, Costumes, Make Up, Lighting, and Sound. These skills will be utilized to design a full concept for a play. Students will also gain practical knowledge of set construction, painting, props building, etc. by working on portions of the Fall show.

Course Goal: To enhance the student artist's understanding and appreciation of the technical design aspects of a production both in the designing of those elements and in the building/implementation of those designs.

Essential Skills:

1. Student artists will learn scaled drafting for use in stage design
2. Student artists will develop knowledge of production careers in theatre
3. Student artists will develop an understanding of aesthetic choices for production design
4. Student artists will learn to design production elements

5. Student artists will gain knowledge and experience creating items for a production.

National Standards

TH:Cr1.1.HSII

- a. Investigate historical and cultural conventions and their impact on the visual composition of a drama/theatre work.
- b. Understand and apply technology to design solutions for a drama/theatre work.

Grade Hs advanced

TH:Cr1.1.HSIII

- a. Synthesize knowledge from a variety of dramatic forms, theatrical conventions, and technologies to create the visual composition of a drama/ theatre work.
- b. Create a complete design for a drama/theatre work that incorporates all elements of technology.

TH:Cr2.1.HSII

- a. Refine a dramatic concept to demonstrate a critical understanding of historical and cultural influences of original ideas applied to a drama/theatre work.
- b. Cooperate as a creative team to make interpretive choices for a drama/theatre work. -

TH:Cr3.1.HSIII

- a. Refine, transform, and re-imagine a devised or scripted drama/theatre work using the rehearsal process to invent or re-imagine style, genre, form, and conventions.
- b. Synthesize ideas from research, script analysis, and context to create a performance that is believable, authentic, and relevant in a drama/theatre work.
- c. Apply a high level of technical proficiencies to the rehearsal process to support the story and emotional impact of a devised or scripted drama/theatre work.

TH:Re8.1.HSIII

- a. Use detailed supporting evidence and appropriate criteria to revise personal work and interpret the work of others when participating in or observing a drama/ theatre work.
- b. Use new understandings of cultures and contexts to shape personal responses to drama/theatre work.

c. Support and explain aesthetics, preferences, and beliefs to create a context for critical research that informs artistic decisions in a drama/theatre work.

TH:Cn11.2.HSIII

a. Justify the creative choices made in a devised or scripted drama/theatre work, based on a critical interpretation of specific data from theatre research.

b. Present and support an opinion about the social, cultural, and historical understandings of a drama/theatre work, based on critical research.

Required Materials: The following materials are required for this class to be provided by the student.

- Sketchbook (at least 8" x 10")
- Portfolio or carrying case for artwork (at least 18" x 24")
- Set of colored pencils
- Graphite pencils
- Black fine line markers (felt or ink pens are acceptable)
- Drafting Compass Set
- Safety Goggles
- Dust mask/respirator
- Work gloves
- Work clothes

These materials are available at either Michael's Arts and Crafts, A.C. Moore, Ocean State Job Lot, Blick Art Supplies, Staples, Home Depot, Walmart, Lowes, or Jerry's Artarama locations.

Beacon's standard grading weights are:

45%	Projects / Papers/Tests
35%	In-Class work/Participation and Attendance
20%	Homework

Assessment:

Projects

See class schedule

In-Class

In-Class grading is defined by activities done in class such as short lesson worksheets.

Homework

An observation/sketch journal will be kept by each student. This will be checked on Thursdays for a homework grade. The subject matter of the sketch journal is observation of anything that pertains to stage design, but should contain at least two pieces of work each week that includes commentary (and documentation if possible) on the observed style of architecture, clothing, makeup, etc. **This will be submitted on the Google classroom site prior to 12am Thursday each week.** (*after 12am Thursday, the work is considered late*)

Participation

Participation is daily work ethic and effort. Students are expected to work in class for the entire period. An average of these daily grades will be calculated based on the following format – 0 = non participatory, 50 = minimal effort, 100 = full effort, Exempt = excused absence (see student handbook for definition).

Late Work Policy: No late work will be accepted without special arrangements made with the instructor and Mrs. Murphy. Any work handed in late will have 10 points removed per class day late. Work may only be handed in at the beginning of the class period on the due date unless otherwise allowed by the instructor. Work handed in after the collection period will be considered late and the above parameters apply.

Course Requirements:

- Student Artists are expected and required to read all materials assigned.
- Student Artists will respect the space, fellow student artists and themselves as described in the student handbook.
- Student Artists will work on art at all times within the arts classroom.
- Student Artists will always follow safety procedures in the workshop as outlined by the instructor.

Class Schedule:

Scenic Design
Lighting and Sound
Costume Design
Makeup Design

Journals are collected every Thursday

A digital copy of the syllabus as well as project guidelines and rubrics is available at:

<http://www.arts-core.com/tech-theatre.html#/>

----- cut and return by August 31, 2015 -----
I understand and agree to the above syllabus of study (this is a homework grade)

student name (printed)

date

student signature

parent/guardian signature

date

Use of Electronic Information Resources

Technology is a vehicle to access the most current and extensive sources of information which will prepare students for 21st Century careers. As such, school Internet access is a privilege for educational purposes only and will be revoked if any of the following conditions occur:

Students will not access or create offensive, profane, or pornographic files, plagiarize works or violate copyrights or trademarks, damage, alter, or modify hardware or software or attempt to bypass computer security, nor will they engage in behaviors that constitute cyber bullying.

I am aware of this electronic use policy and I will exercise sound judgment when using classroom technology and accessing the Internet. Furthermore, I understand that intentional misuse of technology/Internet access will result in disciplinary action against me.

Student Name (Print)

Student Signature