



TECHNICAL THEATRE

Course Text and Materials

- A. Pencils/ Pens
- B. College-ruled lined paper notebook
- C. An architect's scale-rule- provided by the instructor

Course Description

Technical Theatre provides a beginning for the student of the non-acting elements of theatrical production. The student will explore areas of construction, design, and dramaturgy (history), etc. It is the goal to broaden the student's abilities, experience, and creativity in the technical areas of production.

Course Goals/ Learning Outcomes/ Assessments

This course is set up as a series of technical/ knowledge skill-building competencies mixed with design challenges, broken into the following areas:

GENERAL TECHNICAL KNOWLEDGE

- A. Define and utilize theatre vocabulary. **Assessment: Theatre tour, Formative/Summative Exams, Basic Machine Usage and Safety**
- B. Recognize the design elements of a play/ interpret elements and images into designs. **Assessment: Playreading and Analysis Assignments, Various Designs**

SET DESIGN AND CONSTRUCTION

- A. Research/ Design/ Construct set pieces for a production. **Assessment: Scale Ruler Exercises, Flat/ Platform Building, Scenic Design sketches, groundplans, 3D scale models**
- B. Explore and employ scenic painting techniques and paint theory. **Assessment: Scenic painting projects- scumbling, wood grain, stone, marble**

PROP DESIGN AND CONSTRUCTION

- A. Design and construct handheld props for a production. **Assessment: Fall Play prop, set dressing, and puppet/mask design and construction project**

COSTUME DESIGN AND CONSTRUCTION

- A. Research/ Design costume designs for a production. **Assessment: Costume Research Board, Costume Renderings**
- B. Design and employ makeup techniques. **Assessment: Old Age, Bruising and Gore techniques**
- C. Employ basic hand-stitching techniques. **Assessment: Straight Stitch, Whip Stitch, Button Sewing, Basic Machine Usage**

LIGHTING DESIGN, SOUND, AND CREW WORK

- A. Hang, focus, design, and employ safe techniques working with lighting equipment. **Assessment: Hang/ Focus, Light Board Design and Programming Exam**
- B. Create a Sound Design for a production. **Assessment: Sound Design**
- C. Employ management skills for technical crew and manage a production. **Assessment: Cue Calling Assesment, Scene Change Assessment**

Connecting to the Classroom Website

1. Open Safari
2. Go to www.stpatricktheatre.org
3. Click on Theatre Classes link to left
4. Click on TECHNICAL THEATRE class button
5. Click on the action button
6. Add this site to your homescreen



Student’s Phrases for Success

In over a decade’s worth of teaching, I have learned several student phrases that hinder their success in a theatre class. Because theatre is subjective to people, people don’t always know how a teacher can objectively grade or respond to their work. This subject requires vulnerability and empathy, and those are difficult to measure. Below are common phrases used, over the years, by students with better options:

Don’t Say to Mr. Arndt	What Mr. Arndt hears:	What to say instead to Mr. Arndt:
“Well, I’m not a theatre kid/ actor/ designer, so...”	You can’t fail me because I don’t even want to do this.”	“What feedback can you give me to improve, Mr. Arndt?”
“I’m so confused...”	“There are too many steps... I’m focused on just one step...I wasn’t listening, but now I am...”	“Mr. Arndt, can you explain this step further...Can I take this one step at a time?”
“What do you mean we have homework, a test, an assignment”	“I never expect to work outside of class in this class...”	“What is the assignment and when/how is it due?”
“Are we doing anything fun today?”	“Entertain me, monkey.”	(Asked after looking at the schedule) “So, where do we start today?”
“What do you mean we have to _____, this isn’t English, Science, Math, etc”	“I don’t have to use skills from other classes when I’m not in them, and I certainly won’t be using skills in this class EVER.”	“Wow, this is just like what we are learning in English, Math, Science, etc...Good thing I can apply those skills to this...”
“Why did you give me an F in Participation?”	“I expect to come here, make some jokes, relax with my friends, and I should get an A...”	“Mr. Arndt, I noticed my participation grade is low, what can I do to improve it?”
(After low-level work is presented) “Well, I did my best.”	“I did not do my best, but if I say that I did, I should get an A. When I don’t get an A, I’m going to be mad because I told you I did my best.”	“Mr. Arndt, this was not so successful because _____. What can I do to improve that in the future?”

Daily Schedule

Date	Activity	Assignments
Mon, August 19	Intro/ Tour & Safety Reconciliation	
Tues, August 20	<u>Neverending Story</u> - Reading a Play	
Wed, August 21	Architect Scale Rule	
Thurs, August 22	<u>Neverending Story</u> - Books	
Fri, August 23	Scale Rule Exploration/ Measuring theatre	Scale Rule Exercise
Mon, August 26	Scenic Design: Docs (Fall Tech Interviews)	
Tues, August 27	<u>Nev...Story</u> - Books (Fall Tech Interviews)	Drafting of Theatre
Wed, August 28	Basic Machine Usage	
Thurs, August 29	<u>Nev.. Story</u> - Books Liturgy/ Parent Tour	
Fri, August 30	Machine Cutting lumber Late Start	
Mon, September 2	Labor Day- No Classes	
Tues, September 3	Construction techniques- Joining lumber	
Wed, September 4	<u>Neverending Story</u> - Ygramul/ Morla	
Thurs, Sept. 5	Construction techniques- Platforms	
Fri, September 6	<u>Neverending Story</u> - Ygramul/ Morla	Platform drafting



Mon, September 9	Construction Day- Platforms		
Tues, Sept. 10	<u>Neverending Story</u> - Ygramul/ Morla		
Wed, Sept. 11	Construction Day- Platforms		
Thurs, Sept. 12	<u>Neverending Story</u> - Ygramul/ Morla		
Fri, September 13	Construction Day- Platforms	Platform	
Mon, September 16	Painting Techniques		
Tues, Sept. 17	<u>Neverending Story</u> -		
Wed, Sept. 18	Painting Techniques	Directional Scumble	
Thurs, Sept. 19	<u>Neverending Story</u> - Painting		
Fri, September 20	Painting Techniques	Wood Grain	
Mon, September 23	Painting Techniques		
Tues, Sept. 24	<u>Neverending Story</u> - Painting		
Wed, Sept. 25	Painting Techniques	Non-Directional Sc	
Thurs, Sept. 26	<u>Neverending Story</u> - Painting		
Fri, September 27	Painting Techniques	Stone	
Mon, September 30	Set and Costume Design		
Tues, October 1	<u>Neverending Story</u> - Model Making		
Wed, October 2	Non-V Day Lit/ Int Day of Non-violence		
Thurs, October 3	<u>Neverending Story</u> - Model Making		
Fri, October 4	Model Presentations	Model	
Mon, October 7	Sound Design Techniques		
Tues, October 8	Neverending Story- SFX		
Wed, October 9	Sound Design Techniques		
Thurs, October 10	Neverending Story- SFX		
Fri, October 11	Sound Design Techniques	Cue Sheet	
Mon, October 14	Stage Management Techniques		
Tues, October 15	Neverending Story- Calling Cues		
Wed, October 16	Stage Management Techniques		
Thurs, October 17	Elementary School Performance Sub Day		
Fri, October 18	Calling Cues Competency Test	Cue Calling	
	<i>Neverending Story October 18-20</i>		
Mon, October 21	Costume Design Techniques		
Tues, October 22	<u>Neverending Story</u> - Postmortem		
Wed, October 23	Costume Design Techniques		
Thurs, October 24	Whodunit?- Costumes Open House		
Fri, October 25	No Classes		
Mon, October 28	Costume Design Techniques		
Tues, October 29	Whodunit?- Costumes		
Wed, October 30	Costume Design Techniques		
Thurs, October 31	Whodunit?- Costumes		
Fri, November 1	Costume Design Techniques Liturgy		



Mon, November 4	Makeup Design Techniques		
Tues, November 5	Makeup Day	Old Age	
Wed, November 6	Makeup Design Techniques		
Thurs, November 7	Makeup Day	Bruises	
Fri, November 8	Makeup Day Competency		
Mon, November 11	Winter Play Tech work		
Tues, November 12	Winter Play Tech work		
Wed, November 13	Winter Play Tech work		
Thurs, Nov. 14	Meeting / Open House/ Elementary Show		
Fri, November 15	Winter Play Tech work		
	Whodunit? Winter Play November 15		
Mon, November 18	Lighting Design Background		
Tues, November 19	Tarzan- Design Reading		
Wed, November 20	Lighting Board work		
Thurs, November 21	Tarzan- Design Reading		
Fri, November 22	Lighting Hang/ Focus	Hang/ Focus	
Mon, November 25	Tarzan Music Immersion		
Tues, November 26	Lighting Design Competency		
Mon, December 2	Final Exam Intro		
Tues, December 3	Tarzan Design Work		
Wed, December 4	Final Exam Partnering		
Thurs, December 5	Tarzan Design Work		
Fri, December 6	Final Exam Prep		
Mon, December 9	Final Project Liturgy		
Tues, December 10	Final Project Reconciliation		
Wed, December 11	Final Project		
Thurs, Dec. 12	Final Project		
Fri, December 13	Final Project		
Mon, December 16	Final Project		