Theatre Arts 1: Cycle 1 (Units 1, 2, 3, 4, 5)

Unit 1:	Unit 2:	Unit 3:	Unit 4:	Unit 5:	Cycle Assessments:
Welcome	Objective is the Core: Acting is Doing	Play is the thing	Introduction to Improv.	Add-ins	Partnered short-form
Establishing Acting Environments	Focus Listen Relate	Gameplay	Makin' Breakfast	Obstacles	
	Introduction to warm-ups	Pantomime			
Warm-up Progressions:					
Names	Game play	Voice	Warm-up cycles	Evolution of Warm-ups	Assessment
Introductions		Natural & Neutral			

Theatre Arts 2: Cycle 1 (Unit 1)

Unit 1 : Guide post review				Cycle Assessments:
Objective				Text Analysis—Scoring
Relationship	humor	communication	place	Rehearsal—Memorization
Conflict	opposite	importance	Role-play	Performance
Moment before	discovery	events	Mystery	

Theatre Arts 3/4: Cycle 1 (Unit 1)

Scene Selection: Auditions	Scene Selection:	Text Analysis:	Character Analysis:	Blocking:	Staging:
Scoring	Cutting	Triggers/ Heaps	Physicality	Staging	Transitions
Kolhaus	Plot (Freytag)	Scoring	Given Circumstances	Rules/Exceptions	Etiquette
	Beats	Memorization		Business	

Theatre Production 1: Cycle 1 (Unit 1)

Introduction:	Fundamentals of acting:		Fundamentals of Stage craft:	Introduction to improv.:	Cycle Assessment
Tours	Objective	Doing			Short form Improv.
	Focus Listen relate	Warm-ups			
		Environments/Gameplay			

Theatre Production 2,3,4: Cycle 1

Introduction:	Company Auditions	Play Auditions	Text Analysis	Tech:
Tours	Play Introductions	Begin Text analysis		Safety, Department organization, introduction to pro-
Audition Prep				

Tech Theatre 1: Cycle 1(Units 1,2,3)

Intro to Design and technology:	Unit 1:	Unit 2:	Unit 3:	Cycle Assessment:
Welcome	Principles of Design	Fundamentals of Technical Drawing	Scale and Drafting	White Model

Tech Theatre 2: Cycle 1 (Units 1,2) Stage Craft

Unit 1: Reintroduction to Stage Craft			Unit 2:		Cycle Assessment:
Fly system	Site Organization	Pre Production procedures	Board Operation		Stage crew Operation/ Strike

Tech Theatre 3: Cycle 1 (units 1,2,3,) Theatre Management

Tech Theatre 4 (Advanced Design Projects): Cycle 1 Unit (1,2,3)

Intro to Design and technology:	Unit 1:	Unit 2:	Unit 3:	Cycle Assessment:
Welcome	Principles of Design	Fundamentals of Technical Drawing	Scale and Drafting	White Model

Theatre Arts 1: Cycle 2 (Units 1, 2, 3, 4, 5)

Unit 1:	**Unit 2:**	**Unit 3:**	**Unit 4:**	**Unit 5:**	**Cycle Assessments**
Welcome	Objective is the Core:	Play is the thing	Introduction to Improv.	Add-ins	**Paired Performance**
Establishing Acting Environments	Acting is Doing	Focus Listen Relate	Makin' Breakfast	Obstacles	
	Introduction to warm-ups	Pantomime			

Theatre Arts 2: Cycle 2 (Units 2, 3, 4)

Unit 2:	
Greek Theatre: Greek Theatre in Film, History of Greek Theatre	Cycle Assessments: Oedipus
Statues and physicality: Action w/out Motion, Martha, Soaring , Popping,	Text Analysis : Scoring
Tableaux: 4 Corners, constructive Tableaux w/ Action, Spheres of Awareness, 3 steps	Rehearsal : Synthesis of Concepts
Mac Play, Slow Ten Tekka Ten	Performance: Group Choreography
	Memorization Brush-up

Theatre Arts 3/4: Cycle 2 (Unit 3)
Refinement

Performance Analysis:	Resume Revision	Blocking and technique	Character Clarity:	Work-shopping	Cycle assessment
Critiquing			Popping		Refined Performance

Theatre Production 1: Cycle 2 (Unit 2)

Ensemble building	Use of Staging	Mask Making:	Mask Construction:	Cycle Assessment
		Styles and etiquette	Modeling	Staging of Long form
		Plaster work	Machette, Molding	Completed Mask
			Painting	

Theatre Production 2,3,4: Cycle 2

Blocking	**Staging**	**Character work**	**Cycle Assessment :**
			1st tier Memorization

Tech Theatre 1: Cycle 2(Units 1,2,3)

Intro to Design and technology:	**Unit 1:**	**Unit 2:**	**Unit 3:**	**Cycle Assessment:**
Welcome	Principles of Design	Fundamentals of Technical Drawing	Scale and Drafting	White Model

Tech Theatre 2: Cycle 2(Units 3,4,5) Stage Craft

White model to Scenic Design	**Unit 3: Basic Script analysis**	**Unit 4:**	**Unit 5:**	**Cycle Assessment**
	Concept	Conceptualization	Rendering	
	Color pallet	Concept Model		Concept Model

Tech Theatre 3: Cycle 2 (units 4,5) Theatre Management

Tech Theatre 4 : Cycle 2 Advanced Design Projects. (Unit 2)

Sketching Ground plans/ elevations/ Renderings	Drafting Ground plans, Elevations	Model Building Techniques	Model Building	Cycle Assessment
				First Scenic Model
				Stage Model

Theatre Arts 1: Cycle 3 (Units 6,7,8)

Unit : 6

Staging

Blocking

Stage Positioning

Unit 7:

Add—in Objective improv.

Scenery influenced improv.

Unit 8:

Semester Assessment

Scenic Design

Add—in Long Form Improv.

Theatre Arts 2: Cycle 3 (Unit 5,6,7)

Unit 5 : Shakespeare introduction and Overview

Sonnet 29

Scoring and Scansion

Rhythm, and flow

Action and gesture

Vocal Relish

Onomatopoeia

Unit 6: Text based Action

Action and Analysis

Unit 7: Action based Physicality in Performance

Action in voice, gesture, and phrase

Cycle Assessment:

Performing Shakespeare

Action in Motion

Theatre Arts 3/4: Cycle 3 (Unit 3)

Scene Selection (duet)

Text Analysis:

Verbiage

Actions

Character Analysis:

Hodge

Blocking :

Staging

Cycle assessment

Interp and Duet Performance

Theatre Production 1: Cycle 3 (Unit 3)

Staging and Zani:

Practical Exploration

Hungers

Script integration:

Story Telling

Neutral Scenes

Rehearsal:

Staging

Cycle Assessment

Commedia scene Final Performance

Theatre Production 2,3,4: Cycle 3

Final Memorization Exams:

Full play staging

Prop and costume integration

Lighting and sound integration

Run Throughs

Tech and Dress Rehearsals

Public Performances

Tech Theatre 1: Cycle 3(Unit 4)

Unit : 7 Fundamentals of abstract Scenic Design

Use of scenic design in improve Add-ons.

Group scenic designs in Long form improv.

Semester Assessment :

Long Form Improv. with scenic design

Tech Theatre 2: Cycle 3(Units 6,7,8) Stage Craft

Room Measurement:

Ground Plan

Elevation

Rendering

White Model Redesign

Ground plan

Elevation

Cycle Assessment:

Scenic Model : Box Set

Tech Theatre 3: Cycle 2 (units 4,5) Theatre Management

Tech Theatre 4 : Cycle 3 (units 4,5,6) Advanced Design Projects.

Abstracted Scenic Modeling:	Unit 4: Basic Script analysis	Unit 5: Visualization	Unit : 6 Model Building	Cycle Assessment
Antigone—The Door	Concept	Conceptualization	Materials	
	Color pallet	Rendering	Techniques	Concept Model

Theatre Arts 1: Cycle 4 (Units 7,8,9,10)

Unit 7: Introduction to Shurtleff's Guideposts/

Objective Based Acting

Unit 8: Relationships

Duck Fell in the Lake

Neutral Scenes

Unit 9: Conflict

Objective/ conflict

Palm To Palm

Give me your Shoe

Unit 10: Moment Before

Prompted and prepared situational Improv.

Cycle Assessment:

Moment Before Cumulative Performance

Theatre Arts 2: Cycle 4 (Unit 8)

Unit 5: Modern American Acting

The Meisner approach

Rote Repetition

Unnecessary tension

Listening

Truthful point of view

Objective based

Given Circumstances

Cycle Assessments:

Short scenes

Use of Repetition.

Theatre Arts 3/4: Cycle 4 (Production)

Audition Preparation

Casting

Script Analysis

Dramaturgy

Character Analysis

Cycle assessment

Analysis and 1st scene

Theatre Production 1: Cycle 4 (Unit 4)

Introduction to Dramatic Script	Objective Based Acting	Script analysis : Scoring	Audition Preparation	Audition Analysis	**Cycle Assessment**
					Auditions

Theatre Production 2,3,4: Cycle 4

Script read through	**Company Auditions**	Play Auditions	Text Analysis	**Cycle Assessment: Script analysis**
Audition Prep	Play Introductions	Begin Text analysis		

Tech Theatre 1: Cycle 4(Units 5,6)

Introduction to shop and safety	**Unit: 7 Safety**	**Unit 8 : Tool Vocabulary**	**Unit: 9 : Materials Vocabulary**	**Cycle Assessment:**
				Tools, Safety, Materials

Tech Theatre 2:Cycle 4(Units 9,10,11) Stagecraft

Lighting Design:	**Light Plots:**	**Drawing Plot:**	**Script Analysis:**	**Cycle Assessment:**
Electrical Physics	McAndless	Organization of Work	Converting text to light	Lighting Design Portfolio
Parts materials	Key light Theory	Spreadsheets		

Tech Theatre 3: Cycle 4 (units 4,5) Theatre Management

Tech Theatre 4 : Cycle 4 (Unit 7)Advanced Design Projects.

Specialization:	Portfolio Building:	Script Assignment:	Text Analysis:
Personal Design Goals	Materials	Student design prep	Dramaturgy
	Media	(Spring advanced Show)	Plot Analysis
			Logistics Organization

Theatre Arts 1: Cycle 5 (Units 11-16)

Unit 11: Humor

Funky Winkerbean

connection

Unit 12: Opposites

Duck Fell in the lake redux

A punch to the face!

Single Prompt Improv

Unit 13: Discovery

Neutral Scene Round

Robin

Unit 14: Importance

Introduction of Audition
Monologues

Unit 15: Events

Scoring of Audition Mono-
logues

**Unit 16: Competition/
Communication**

Live Performance and au-
dience reception.

Theatre Arts 2: Cycle 5 (Unit 5)

Heightened Realism—American mid-century Drama (Method)

Integration of Movement

Non Human Physicality

Sleeper /Stealer

H.R. Script Work

Script

Text Analysis (Joe and Edna)

Physicality

Staging

Movement

Cycle Assessment:

Performance

Theatre Arts 3/4:Cycle 5(Spring Production)

Blocking

Physicality

Final Memorization

Run Throughs

**Technical /Dress
Rehearsals**

Public Performances

Theatre Production 1: Cycle 5 (Unit 5)

Casting and Script	Script Scoring,	Script Analysis continued	Blocking	Staging	Cycle Assessment
Read Through	Freytag				Script Analysis
	Triggers and Heaps				Script Notation

Theatre Production 2,3,4: Cycle 5

Final Memorization Exams	Full play staging	Lighting and sound integration	Tech and Dress Rehearsals	Public Performances
	Prop and costume integration	Run Throughs		

Tech Theatre 1: Cycle 5(Unit 7)

Unit 7: Carpentry	Reading and understanding	Dimensioning	Measuring / and Marking	Cycle Assessment Bird house Construction
	Technical Drawings	Writing cut lists	Angle and Bevel Cutting	

Tech Theatre 2: Cycle 5 (Unit 5) Stage Craft

Introduction to Costume Design	Form Drawing	Rendering	Swatch book	Cycle Assessment
				Costume map and renderings

Tech Theatre 3: Cycle 6 (units 4,5) Theatre Management

Tech Theatre 4 : Cycle 5 (Unit 8) Advanced Design Projects.

Design Process Work Through

Plots, Schedules, maps

Sketch to Rendering

Technical drawings

Renderings

Cycle Assessment

Completed design Process

Theatre Arts 1: Cycle 6 (Units 15,16,17)

Unit 17: Place

Two chair exploration of

Ground plan

Unit 18: Role play

Cycled usage of character

Back Ground

Unit 19: Mystery

Exploration of Secrets

Scripted Scene work :

Kathryn and Sally

Scoring

Freytag

Triggers and Heap

Cycle Assessments:

Final Scripted Performance

Completed Script Analysis

Theatre Arts 2: Cycle 6 (Unit 10,11,12)

Scene Selection: Auditions	**Scene Selection:**	**Text Analysis:**	**Character Analysis:**	**Blocking:**	**Staging:**
Scoring	Cutting	Triggers/ Heaps	Physicality	Staging	Transitions
Kolhaus/chunking	Plot (Freytag)	Scoring	Given Circumstances	Rules/Exceptions	Etiquette
	Beats	Memorization		Business	

Theatre Arts 3/4: Cycle 6 (Unit 6)

Senior: College Acceptance

Portfolio, Resume'

Critical Analysis/ Direction

Final Assessment:

Direction and Critique

Junior/Sophomore:

Interp. Selection and

Execution

Scene Selection/ Cutting

Text Analysis/ Staging

Final Assessment:

Interp. Performance

Theatre Production 1: Cycle 6 (Unit 6)

Rehearsal Process	Workshopping	Tech Rehearsals	Dress Rehearsals	Public Performances	Cycle Assessment: Public Performances

Theatre Production 2,3,4: Cycle 6

Exploration of future materials through film and stage		Resumes	Interviews:	Auditions:
		Formatting	Portfolio construction	Materials, etiquette, performance
		Printing	Speaking	

Tech Theatre 1: Cycle 6(Cumulative assessment)

Completion of Carpentry	**Introduction to**	**Preparation for Cumulative**	Drafting, Scale, Materials ,	**Cycle assessment:**
	Costume, Prop Design	Assessment	Safety, Tools, Hardware	Cumulative, practical/ academic

Tech Theatre 2: Cycle 6 (Comprehensive project) Stage Craft

Final Project:	**Specialization:**	**Text analysis:**	**Semester Final:**
Comprehensive Design	Scenic, Lighting, Sound,	Given Circumstances	Completed Full Design
Project	Costumes, Stage Management, Properties	Necessary understanding	
		conceptualization	

Tech Theatre 3: Cycle 6 (units 4,5) Theatre Management

Tech Theatre 4 : Cycle 6 (course Assessment) Advanced Design Projects.

Design Scene Selection	Materials Estimation	Model Building Techniques	Model Building	Semester Assessment
				Final: Mockup/Model