

Technical Theatre

2024/2025



Instructor information

Instructor	Email	Remind Course Information
Mrs. Barber	Gina.barber@yourcharlotteschools.net	On Board-

General information

Description

WARNING! This is a PERFORMANCE-BASED COURSE! Students will be expected to assist in the design, construction, painting, of theatrical sets, for the school year. Students will also be expected to run tech for the various theatre shows throughout the year. Students will also have the opportunity to run lights/sound for various other school and extracurricular events. If you or your student are unwilling to meet these requirements, please email Mrs. Barber or your student's guidance counselor to see if another arrangement can be made.

This course is comprised of introductory and advanced studies in the area of technical theatre. The study of all technical aspects of theatre will be addressed. Depending on their experience and skill level, students will have the opportunity to learn skills ranging from basic to advanced through practical application while incorporating the principles of technical theatre. During the course of the year, we'll be working on basic and advanced skills and putting them into application via various performances throughout the year. This will include weekend tech days that are also eligible for service hours.

Expectations of Employability Skills

- **Communicate:** Effectively and respectfully communicate with teacher and peers.
- **Work Ethic:** Be productive while in class and complete required tasks.
- **Problem-Solve:** Utilize available resources to solve daily challenges.
- **Detail-oriented:** Submit work that has been reviewed and corrected for common mistakes.
- **Time Management:** Effectively budgets time with consideration of other obligations to ensure short- and long-term assignments are completed.

Classroom Rules

- No cell phones, earbuds, or electronic devices used during instructional time
Be on time, take out your project, needed tools, and begin working at seat.
- Be responsible for personal area and other areas where you are working. KEEP IT CLEAN. If it's around you seat, it is your responsibility whether you put it there or not. Students will not leave classroom until this is done.
- Learn about and use tools and supplies correctly.
- Return tools, supplies, books and projects to designated areas.
- No talking when teacher is presenting information or instructions. Quiet talking during student independent work time.
- Students are to stay in their seats until the bell rings, no LOITERING at the door, no leaving early.
- One person may leave at a time to use the restroom with permission, following the 20/10 school policy.

- No PLAGIARISM AND CHEATING: Work copied from another source constitutes copyright infringement. Work must be from original source or modified.

Goals/Objectives

- Work together with others to produce various set pieces, costumes, etc.
- Develop plan of action when designing for a show.
- Analyze, interpret, and implement techniques learned (sewing, carpentry, etc.)
- Develop and refine skill sets.
- Convey meaning through the various design processes of a show
- Interpret intent and meaning in a written work and how to bring it to the stage.
- Apply criteria to evaluate creative work.
- Synthesize and relate knowledge and personal experiences to aid in developing concepts and ideas.
- Relate artistic ideas and works with societal, cultural and historical context to deepen understanding

Course materials

Required materials

- Simple folder (some place to keep your notes/handouts organized)
- Non-Mechanical or regular Pencils
- Pink Erasers
- Ability to access Microsoft TEAMS (app or online via classlink)
- Highlighter

Optional materials

- Set Design - It is recommended that students bring in an old work shirt or apron to protect their clothing. This class will sometimes be painting and working with materials that are messy and getting those materials on you is sometimes inevitable!!!
- Costume Design - It is recommended that you bring in your own sketch book (we will have some sketch pages available, but you might want to bring your own, just in case.)
- Costume Design - We will be learning to cut patterns and material this year. Students are welcome to use the supply of scrap fabric that we have, but they might want to bring in their own if they don't find something that fits their vision. We find that for practice, old bedsheets and curtains can be cost efficient versus buying new material.

Required text

None

Grade Policy

Total Points

In this course, we will be utilizing a “total points” grading system. This means that each assignment/paper, quiz, project, or activity will be assigned a specific point value, and your final grade will be determined by the total number of points you earn throughout the semester. This approach offers simplicity and transparency, allowing you to easily track your progress and understand how each task contributes to your overall grade.

$$\frac{\text{Total Points Earned}}{\text{Total Points Possible}} = \text{Final Grade}$$

Category	Point Value
Class Projects	50
Teching Shows	100
Rehearsals/Tech Days	25
Quizzes/Worksheets/Sketches	10-30
Class Productivity	10

Make Up Work

Completion Deadline

In accordance with our school policy, students are expected to submit assignments by the designated due dates. However, we understand that unforeseen circumstances may arise that could hinder the timely completion of work. It is the STUDENT's responsibility to collect any missed work. Per county policy, a student will have two days to make up work from one absence. Students with an excused absence will not incur a deduction in points within this timeframe but unexcused students may have up to 30% deducted. **Late submissions will not be accepted past three weeks from the original due date at the discretion of the teacher and with possible point deductions.** Students need to communicate any difficulties they encounter in meeting deadlines with their teachers as soon as possible. This policy aims to foster responsibility and accountability while still providing students with the opportunity to demonstrate their learning and mastery of course material.

Test Repair

At our school, we believe in the importance of continuous learning and improvement. Therefore, all students are provided with the opportunity to make test repairs following their initial assessment. This policy allows students to reflect on their performance, identify areas for improvement, and strive for mastery of course content. It's essential to note that this opportunity is not extended to essays or projects that involve rough drafts or progress checkpoints, as these assignments already provide ample opportunity for revision and feedback. Students have one week from the date of receiving their graded test to initiate the repair process. Repair sessions may be scheduled before or after school, but not during regular class time. Additionally, students have the option to complete their repairs under the supervision of a proctor in the media center during tutoring sessions. Upon successful completion of the repair, students will earn points at the discretion of the teacher. This provides a tangible incentive for engagement in the improvement process and reinforces the value of ongoing learning and growth.

Attendance

Attendance is vital for student success and engagement in our learning community. As per our school policy, students are expected to attend all classes regularly and punctually. In the event of unavoidable absences, it is the responsibility of the student and their guardians to notify the school promptly. **Students who miss more than 20% of instruction will be prohibited from participating in school events such as extracurricular activities i.e., homecoming, prom, athletics, band, ROTC, theatre, and chorus.** Research has shown that 10% or more of instructional time missed by students (Pre-K to grade 12) is an early warning indicator for possible academic struggles; this measure is used to define chronic absenteeism nationwide. Florida Statute 1003.24 and School Board Policy 5200.

After the first seven days of absences, a letter will be issued to the student and their parent/guardian as a reminder of the importance of consistent attendance. This communication serves to encourage students to prioritize their education and take proactive steps to address any barriers to attendance they may be facing.

Should a student accumulate ten or more days of absences, a second letter will be issued, emphasizing the need for immediate action to improve attendance, the need for documentation, and the potential consequences of continued absenteeism.

***Please note that for AICE and AP courses, a student who misses more than 20% of period attendance will be responsible for the cost of the assessment and possible removal from the class.**

Furthermore, it is crucial to note that excessive unexcused absences will result in a significant impact on academic performance. Any assignments or assessments missed during unexcused absences will incur a penalty of up to 30% off their grade. This policy underscores the importance of regular attendance and emphasizes the correlation between consistent attendance and academic success. It is our collective responsibility to support students in maintaining attendance habits that foster their learning and development.

Classroom Policies and Procedures

Course Requirements and Grading

FOCUS AND GRADE REPORTING: Please note that your grade on Focus can be inaccurate without all grades recorded, especially during the beginning of a quarter. Many of the projects take multiple weeks or more to complete and are a big part of your grade! I record project grades as they are completed. If a major project is not completed by the deadline, you will receive an NHI until completed.

TEAMS: I use Microsoft TEAMS to post lesson plans, class presentations, videos and handouts. This is available via an app and via classlink. Students log into TEAMS with their student email and password. We will also be going over how to access TEAMS in class as the first time logging in through classlink can be tricky. If you have missed class presentations/instruction, you will be able to catch up using these resources.

A. Class Projects: Each project I assign will earn a grade based on specific criteria. Projects are worth 50 points. I have rubric files available for you to look at if you are unsure of the assignments' criteria. The projects' rubric will always be available in TEAMS. Once your project is completed you will fill out its' rubric and turn it in with your project.

Specific criteria for each project will differ, but will include the following categories:

- Use of Elements and Principles of Design
- Effort/Perseverance
- Craftsmanship
- Creativity/Originality

This is a hands-on class. Punctuality, time management, behavior, room maintenance, care for materials, and overall professionalism comprise a significant part of your final grade. Students are expected to work at all times. Being off task (doing homework for other classes, inappropriate behavior, wandering around classroom socializing, cell phone use, abuse of materials and not cleaning up) will result in loss of points.

Note: Your attendance may be averaged into this grade, if you are not here, then you are not being productive in class. You may re-earn these points from absences by making up the work following school policy, this may mean you'll need to stay after school or come on a weekend tech day. Speak to me about arrangements and special situations.

B. Teching Shows: We have 4 performances during the school year that students will be required to “Tech”, meaning they will have an assigned job or duty during the show’s run. They will also be responsible for being at all assigned rehearsals. Students may tech as many shows as they like, but they are **REQUIRED** to tech at least one (this does not count ushering). There will be sign up sheets for all available slots. Once slots are filled, students will have to sign up for a different show to tech (they will be given preference over students who have already teched a show so they may meet their requirement.)

USHERING: Students that do not have an assigned tech role for a show, will be ushering (handing out playbills, showing patrons to their seats, helping with lobby activities, etc.) Ushering is for students that were unable to sign up for a slot (for the current show) or came into the class after roles were assigned.

**NOTE: Please understand that by “teching” a show, there is a whole cast and crew who are dependent upon students showing up for their roles/jobs. It takes a lot of people to make a performance happen, so students that are teching are expected to do their job and be respectful and be a team player. Laziness or “the bare minimum” will not be tolerated.*

C. Rehearsals/Tech Days: Students that are teching a show are expected to be at ALL rehearsals they are called for. Dress rehearsals are **MANDATORY**. Missing any of these rehearsals will result in loss of points. A full schedule for our first production will be sent home with students within the first few weeks of school and other show schedules will subsequently follow.

Students have a minimum of 10 tech day hours they are required to complete as part of their grade. The schedules for these tech days are sent out in advance. A google sign up form is available in TEAMS. Once a tech day form is full, students who still need to accrue hours will have to sign up for a different tech day. **Please see the “Code of Conduct” for more information.*

Emergencies or concerns should reach out to Mrs. Barber directly. I will try to be as flexible as possible. Life does happen, but theatre is a team effort, and when people are missing it affects everyone involved.

NOTE: We will also have a google form if a student needs to request an absence. This form will send a formal copy of the request to Mrs. Barber and the parent. Submitting the request **DOES NOT guarantee the absence will be fully excused. Please refer to the code of conduct for what is deemed an “acceptable” excused absence. This form can be found in TEAMS, lbhstheatre.net, and <http://www.yourcharlotteschools.net/site/Default.aspx?PageID=30626>).*

D. Quizzes, Worksheets, Sketches: Students will have projects that will sometimes require handouts, sketches, and even quizzes on skills and knowledge. Example: We do shop safety certifications for all scenic design students to ensure students safely use all tools and materials in the shop.

ROOM MAINTENANCE: In a class such as this, it is important that we work together to keep the room and our supplies as clean and orderly as possible. Each person is responsible for the areas where he or she is sitting/working and the supplies they have used. Clean up should begin 5 minutes before the end of class. Failure to clean area will result in a loss of participation points. Passes to your next class will not be issued resulting from work or clean up not completed in this class.

BEHAVIOR: Technical Theatre is a challenging, yet rewarding experience that may call for new degrees of patience, imagination and cooperative working. Students are expected to be respectful, responsible and cooperative. Students are expected to follow the directions and to create assignments as instructed by the teacher, using good taste and judgment. Students are not allowed to create drug paraphernalia. Projects containing subject matter relating to gangs, inappropriate slurs to a group of people, drugs or alcohol, vulgar or violent imagery will not be accepted for grading. If you are not sure about your idea, ask before spending a lot of time on a project.

For the safety of all students, throwing of any objects, is forbidden at all times. Any student who throws an object will receive a referral to the dean's office. If a second incident occurs, it will be requested the student be permanently removed from the class. This policy has been discussed with the class as a whole and reminders are posted.

Tech theatre is not an "easy A"

This class is hands on and requires creative problem-solving skills and your ability to apply knowledge from other disciplines.

It takes hard work, but hopefully you will find that work enjoyable and rewarding!

I look forward to getting to know you and seeing how you will solve those creative challenges ahead!