

Instructional Calendar

Technical Theatre II

Periods 3 & 4 – 2009-2010 School Year

Las Vegas Academy Theatre

Terry L. McGonigle, Instructor

Fall Semester

	Day / Date	Lesson	Objectives Addressed
WEEK 1	Mon, August 24	Introduction to Class <ul style="list-style-type: none"> • Syllabus • Overview • Script Check-out 	A 1, 2, 11 B 12, 13, 14, 16 C 22
	Tues, August 25	Functions of Design	
	Wed, August 26	Application of the Principle of the Functions of Design	
	Thurs, August 27	Script Analysis for Designers <ul style="list-style-type: none"> • Types of Plays • Play Structure 	
	Fri, August 28	Script Analysis for Designers <ul style="list-style-type: none"> • Character Analysis 	
WEEK 2	Mon, August 31	Play Structure Practical <ul style="list-style-type: none"> • Script Analysis – Designer's Checklist #1 	A 2, 3, 4, 5 B 13, 14 C 23
	Tues, Sept 1	Play Structure Practical <ul style="list-style-type: none"> • Script Analysis – Designer's Checklist #2 	
	Wed, Sept 2	Play Structure Practical <ul style="list-style-type: none"> • Script Analysis – Designer's Checklist #3 	
	Thurs, Sept 3	Play Structure Practical <ul style="list-style-type: none"> • Character Analysis 	
	Fri, Sept 4	Conceptualizing the Design <ul style="list-style-type: none"> • Establishing a Concept • Establishing a Style • Traditional vs Non-Traditional <p style="text-align: right;">Play Report #1 – Due</p>	
WEEK 3	Mon, Sept 7	No School – Labor Day Holiday	A 2, 3, 4, 5 B 12, 13
	Tues, Sept 8	The Design Process <ul style="list-style-type: none"> • Julie Taymor Video • The Elements of Design 	
	Wed, Sept 9	The Elements of Design <ul style="list-style-type: none"> • Line 	
	Thurs, Sept 10	The Elements of Design <ul style="list-style-type: none"> • Shape / Form 	
	Fri, Sept 11	The Elements of Design <ul style="list-style-type: none"> • Color 	
WEEK 4	Mon, Sept 14	The Elements of Design <ul style="list-style-type: none"> • Color (Continued) 	A 2, 3, 4, 5 B 12, 13 C 23, 24
	Tues, Sept 15	The Elements of Design <ul style="list-style-type: none"> • Texture 	
	Wed, Sept 16	The Elements of Design <ul style="list-style-type: none"> • Pattern / Movement <p style="text-align: right;">Magazine Review #1 - Due</p>	
	Thurs, Sept 17	The Principles of Design <ul style="list-style-type: none"> • Highlight 	
	Fri, Sept 18	The Principles of Design <ul style="list-style-type: none"> • Directional <p style="text-align: right;">Play Report #2 - Due</p>	

W E E K 5	Mon, Sept 21	The Principles of Design <ul style="list-style-type: none"> Synthesizing 	A 1, 2, 3, 4, 5, 6 B 12, 13, 14
	Tues, Sept 22	Unit Review	
	Wed, Sept 24	Unit Benchmark	
	Thurs, Sept 23	Figure Drawing <ul style="list-style-type: none"> Commonality in Human Form 7 1/2 Head Principle 	
	Fri, Sept 25	Figure Drawing (Continued) <ul style="list-style-type: none"> Defining Movement 	
W E E K 6	Mon, Sept 28	Figure Drawing (Continued) <ul style="list-style-type: none"> Applying clothing Refining Silhouette Folds and Trim 	A 1, 2, 3, 4, 5, 6, 9 B 12, 13, 14, 15, 17 C 19, 20, 21, 22, 23
	Tues, Sept 29	Figure Drawing (Continued) <ul style="list-style-type: none"> Posing Shape Variations 	
	Wed, Sept 30	Applying Analysis & Concept to Figures	
	Thurs, Oct 1	Applying Analysis & Concept to Figures	
	Fri, Oct 2	Design Research <ul style="list-style-type: none"> Resources Accuracy vs Practicality Color Palates 	
		Play Report #3 - Due	
W E E K 7	Mon, Oct 5	No School – Staff Development Day	A 2, 4, 5, 9 B 12, 13, 14, 15, 17 C 19, 20, 21, 22
	Tues, Oct 6	Internet Research vs Other Resources	
	Wed, Oct 7	Organizing the Needs of the Script <ul style="list-style-type: none"> Script Analysis Needs List 	
	Thurs, Oct 8	<i>Spitfire Grill</i> Project <ul style="list-style-type: none"> Read Through 	
	Fri, Oct 9	<i>Spitfire Grill</i> Project <ul style="list-style-type: none"> Needs List 	
W E E K 8	Mon, Oct 12	<i>Spitfire Grill</i> Project <ul style="list-style-type: none"> Period Research 	A 1, 2, 4, 5, 6, 8, 9 B 12, 13, 14, 15, 17 C 19, 20, 21, 22, 23, 24
	Tues, Oct 13	<i>Spitfire Grill</i> Project <ul style="list-style-type: none"> Thumbnail Sketches 	
		Magazine Review #2 - Due	
	Wed, Oct 14	<i>Spitfire Grill</i> Project <ul style="list-style-type: none"> Thumbnail Sketches (Continued) 	
	Thurs, Oct 15	<i>Spitfire Grill</i> Project <ul style="list-style-type: none"> Defining & Refining the Floorplan 	
Fri, Oct 16	<i>Spitfire Grill</i> Project <ul style="list-style-type: none"> Defining & Refining the Floorplan 		
	Play Report #4 - Due		
W E E K 9	Mon, Oct 19	Drawing in Scale <ul style="list-style-type: none"> Using the Architects Scale 1/4" = 1' 1/2" = 1' 	A 1, 2, 4, 5, 6, 8, 9 B 12, 13, 14, 15, 17 C 19, 20, 21, 22
	Tues, Oct 20	Drawing in Scale Practicum <ul style="list-style-type: none"> Measurements 	
	Wed, Oct 21	<i>Spitfire Grill</i> Project <ul style="list-style-type: none"> Converting the Floorplan to Scale 	
	Thurs, Oct 22	<i>Spitfire Grill</i> Project <ul style="list-style-type: none"> Converting the Floorplan to Scale 	
	Fri, Oct 23	<i>Spitfire Grill</i> Project <ul style="list-style-type: none"> Converting the Floorplan to Scale Floorplan completion 	

W E E K 1 0	Mon, Oct 26	Conceptualizing the Design <ul style="list-style-type: none"> The Designer vs The Director 	A 1, 2, 3, 4, 5, 6, 7, 8, 9 B 12, 13, 14, 15, 16, 17 C 19, 20, 21, 22, 23
	Tues, Oct 27	Theatre Spaces <ul style="list-style-type: none"> Proscenium Thrust Arena Profile 	
	Wed, Oct 28	Unit Review	
	Thurs, Oct 29	Unit Benchmark Play Report #5 – Due	
	Fri, Oct 30	No School – Nevada Day Holiday	
W E E K 1 1	Mon, Nov 2	No School – Staff Development Day	A 2, 3, 4, 5, 7, 10 B 12, 14 C 21, 22, 24
	Tues, Nov 3	Unit Sets <ul style="list-style-type: none"> Representing multiple locations Script Assignment (<i>Man of La Mancha</i>) (<i>Lion in Winter</i>) 	
	Wed, Nov 4	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Script Analysis 	
	Thurs, Nov 5	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Needs List 	
	Fri, Nov 6	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Thumbnail Sketches Balance Magazine Review #3 – Due	
W E E K 1 2	Mon, Nov 9	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Research 	A 2, 3, 4, 5, 7, 10 B 12, 13, 14, 15, 17 C 21, 22, 23
	Tues, Nov 10	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Learning to Simplify Combining spaces 	
	Wed, Nov 11	No School – Veteran's Day / Staff Development	
	Thurs, Nov 12	Dealing with Sightlines <ul style="list-style-type: none"> Masking Composition vs Necessity 	
	Fri, Nov 13	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Revisiting the Thumbnails Play Report # 6 – Due	
W E E K 1 3	Mon, Nov 16	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Refining the Floorplan Concept 	A 6, 7, 8
	Tues, Nov 17	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Floorplan in Scale 	
	Wed, Nov 18	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Floorplan in Scale 	
	Thurs, Nov 19	Seeing a Design in 3-Dimensions <ul style="list-style-type: none"> Building Models <ul style="list-style-type: none"> White Model (vs) Production Model 	
	Fri, Nov 20	Model Materials & Techniques <ul style="list-style-type: none"> Poster Board Foam core Balsa Alternative Materials 	
W E E K 1 4	Mon, Nov 23	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Scale White Model 	A 6, 7, 8 C 23
	Tues, Nov 24	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Scale White Model 	
	Wed, Nov 25	<i>La Mancha / Lion</i> Project <ul style="list-style-type: none"> Scale White Model Play Report #7 – Due	

	Thurs, Nov 26 Fri, Nov 27	No School – Thanksgiving Holiday	
W E E K 1 5	Mon, Nov 30	Set Design Principles & Clothing Design <ul style="list-style-type: none"> • Fabric • Elements of Design 	A 1, 2, 3, 4, 7, 10, 11 B 12, 13, 14, 15, 16, 17, 18 C19, 20, 21, 22, 24
	Tues, Dec 1	Assessing the Needs <ul style="list-style-type: none"> • Character Analysis • Costume Chart • Research 	
	Wed, Dec 2	Establishing Period & Style Magazine Review #4 - Due	
	Thurs, Dec 3	Establishing Function vs Concept & Style	
	Fri, Dec 4	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Script Analysis • Character Analysis 	
W E E K 1 6	Mon, Dec 7	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Costume Chart 	A 1, 2, 3, 4, 7, 10, 11 B 12, 13, 14, 15, 16, 17, 18 C 19, 20, 21, 22, 23
	Tues, Dec 8	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Period Research 	
	Wed, Dec 9	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Style 	
	Thurs, Dec 10	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Costume Plot 	
	Fri, Dec 11	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Initial Sketches Play Report #8 – Due	
W E E K 1 7	Mon, Dec 14	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Developing Final Designs 	A 1, 2, 3, 4, 7, 10, 11 B 12, 13, 14, 15, 16, 17, 18 C 19, 20, 21, 22, 23
	Tues, Dec 15	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Developing Final Designs 	
	Wed, Dec 16	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Developing Final Designs 	
	Thurs, Dec 17	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Refining and Detailing 	
	Fri, Dec 18	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Refining and Detailing 	
W E E K 18	Mon, Jan 4	Rendering Techniques <ul style="list-style-type: none"> • Mediums Magazine Review #5 - Due	A 1 –11 B 12 – 18 C 19 - 24
	Tues, Jan 5	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Design Renderings 	
	Wed, Jan 6	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Design Renderings Play Report #9 - Due	
	Thurs, Jan 7	<i>La Mancha / Lion in Winter</i> Costume Project <ul style="list-style-type: none"> • Submission of Completed Designs 	
	Fri, Jan 8	Final Exam Review	
W E E K 19	Mon-Thurs, Jan 11-14	Semester Final Exams	A 1 –11 B 12 – 18 C 19 - 24
	Fri, Jan 15	No School – Staff Development Day	

Spring Semester

	Day / Date	Lesson	Objectives Addressed
	Mon, Jan 18	No School – Martin Luther King Day	A 1, 2, 3, 6, 8, 9, 10

W E E K 1	Mon, Jan 18	No School – Martin Luther King Day	B 14, 18 C 23
	Tues, Jan 19	Elevations <ul style="list-style-type: none"> • Purpose • Types <ul style="list-style-type: none"> ○ Front ○ Side ○ Rear 	
	Wed, Jan 20	Elevations Project <ul style="list-style-type: none"> • Provided Floorplan • Scale 	
	Thurs, Jan 21	Elevation Project (Continued)	
	Fri, Jan 22	Elevation Project (Continued)	
W E E K 2	Mon, Jan 25	Elevation Project (Continued)	A 1, 2, 3, 6, 8, 9, 10 B 14, 18 C 23
	Tues, Jan 26	Elevation Project Completed	
	Wed, Jan 27	Legends & Lettering <ul style="list-style-type: none"> • Purpose of a Legend Box • Necessary Information • Style in Lettering • Preciseness in Lettering 	
	Thurs, Jan 28	Lettering Practice	
	Fri, Jan 29	Lettering Assignment Play Report #1 – Due	
W E E K 3	Mon, Feb 1	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Develop a Scenic Design • Develop a complete set of Front Elevations • Script distribution 	A 1, 2, 3, 4, 5, 6, 7, 8 B 12, 13, 14, 16, 17, 18 C 19, 20, 21, 22, 23
	Tues, Feb 2	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Script Analysis 	
	Wed, Feb 3	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Needs List 	
	Thurs, Feb 4	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Character Analysis • Impact on Set Choices 	
	Fri, Feb 5	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Research 	
W E E K 4	Mon, Feb 8	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Research Complete 	A 1, 2, 3, 4, 5, 6, 7, 8 B 12, 13, 14, 16, 17, 18 C 19, 20, 21, 22, 23, 24
	Tues, Feb 9	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Concept & Style Justification • Director's Conference • Begin Thumbnails 	
	Wed, Feb 10	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Thumbnails Complete • Director's Conference Magazine Review #1 – Due	
	Thurs, Feb 11	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Develop Floorplan 	
	Fri, Feb 12	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Develop Floorplan • Director's Conference Play Report #2 - Due	
W E E K	Mon, Feb 15	No School – President's Day Holiday	A 1, 2, 3, 4, 5, 6, 7, 8 B 12, 13, 14, 16, 17, 18 C 19, 20, 21, 22, 23
	Tues, Feb 16	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Formalize Scale Floorplan 	
	Wed, Feb 17	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> • Formalize Scale Floorplan 	

5	Thurs, Feb 18	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> Finalize Scale Floorplan 	
	Fri, Feb 19	No School – Staff Development Day	
WEEK 6	Mon, Feb 22	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> Floorplan Completion w/ Legend Box 	A 1, 2, 3, 4, 5, 6, 7, 8 B 12, 13, 14, 16, 17, 18 C 19, 20, 21, 22, 23
	Tues, Feb 23	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> Develop Front Elevations 	
	Wed, Feb 24	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> Develop Front Elevations 	
	Thurs, Feb 25	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> Develop Front Elevations 	
	Fri, Feb 26	<i>Do Not Go Gentle</i> Design Project <ul style="list-style-type: none"> Front Elevations Complete Play Report #3 - Due	
WEEK 7	Mon, Mar 1	Introduction to Design History	A 9 B 18 C 20, 23
	Tues, Mar 2	Influences on the Theatrical Design Industry Project: <ul style="list-style-type: none"> Research a Set or Costume Designer of 20th C Develop 5-8 min presentation Include <ul style="list-style-type: none"> Background Training Major works Why worthy of study Impact 	
	Wed, Mar 3	Designer Research Project	
	Thurs, Mar 4	Designer Research Project	
	Fri, Mar 5	Designer Research Project	
WEEK 8	Mon, Mar 8	Designer Research Project Presentations	A 1, 2, 3, 4, 5, 6, 7, 8 B 13, 14, 16 C 22, 23, 24
	Tues, Mar 9	Unit Review Magazine Review #2 - Due	
	Wed, Mar 10	Unit Test	
	Thurs, Mar 11	Designing for Fantasy <ul style="list-style-type: none"> Approach Concept Style Limitations Challenges 	
	Fri, Mar 12	Fantasy Design Project <ul style="list-style-type: none"> Fantasy Play, Children's Show or Star Trek One Setting <ul style="list-style-type: none"> Floorplan Model One Costume Design <ul style="list-style-type: none"> Character Description Rendered Drawing Play Report #4 - Due	
WEEK 9	Mon, Mar 15	Fantasy Design Project <ul style="list-style-type: none"> Script Analysis / Description Needs List Concept & Style 	A 1, 2, 3, 4, 5, 6, 7, 8 B 13, 14, 16 C 22, 23
	Tues, Mar 16	Fantasy Design Project <ul style="list-style-type: none"> Tumbnails 	
	Wed, Mar 17	Fantasy Design Project <ul style="list-style-type: none"> Floorplan Development 	
	Thurs, Mar 18	Fantasy Design Project <ul style="list-style-type: none"> Floorplan Development 	

	Fri, Mar 19	Fantasy Design Project <ul style="list-style-type: none"> Floorplan Completion 	
W E E K 1 0	Mon, Mar 22	Fantasy Design Project <ul style="list-style-type: none"> White Model Development 	A 1, 2, 3, 4, 5, 6, 7, 8 B 13, 14, 16 C 22, 23
	Tues, Mar 23	Fantasy Design Project <ul style="list-style-type: none"> White Model Completion 	
	Wed, Mar 24	Fantasy Design Project <ul style="list-style-type: none"> Character Description 	
	Thurs, Mar 25	Fantasy Design Project <ul style="list-style-type: none"> Costume Design Development 	
	Fri, Mar 26	Fantasy Design Project <ul style="list-style-type: none"> Costume Rendering Complete Play Report #5 – Due	
	Mon, Mar 29 – Fri, April 2	No School – Spring Break	
W E E K 1 1	Mon, April 5	Dramaturgy & Research Techniques <ul style="list-style-type: none"> Relating Period Style to Design Theory 	A 9 B 12, 15, 17, 18 C 19, 20, 21, 22, 23, 24
	Tues, April 6	Dramaturgy & Research Techniques <ul style="list-style-type: none"> Architectural Styles Décor Trends 	
	Wed, April 7	Dramaturgy & Research Techniques <ul style="list-style-type: none"> Alternative Research Techniques Magazine Review #3 – Due	
	Thurs, April 8	Dramaturgy & Research Techniques <ul style="list-style-type: none"> Researching History Researching Style Researching Trends 	
	Fri, April 9	Dramaturgy & Research Techniques <ul style="list-style-type: none"> Legal & Ethical Implications 	
W E E K 1 2	Mon, April 12	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Select Traditional Play Design Set, Elevations, Model & 5 Costumes in a non-traditional approach 	A 1 – 11 B 12 – 18 C 19 - 23
	Tues, April 13	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Script Selection Script Analysis 	
	Wed, April 14	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Needs List 	
	Thurs, April 15	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Research 	
	Fri, April 16	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Concept & Style Play Report #6 – Due	
W E E K 1 3	Mon, April 19	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Development of Thumbnails 	A 1 – 11 B 12 – 18 C 19 - 23
	Tues, April 20	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Thumbnail Sketches complete Director's Conference 	
	Wed, April 21	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Development of Floorplan 	
	Thurs, April 22	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Development of Scaled Floorplan 	
	Fri, April 23	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Development of Scaled Floorplan 	
W E E K	Mon, April 26	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Development of Scaled Floorplan 	A 1 – 11 B 12 – 18 C 19 - 23
	Tues, April 27	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Scaled Floorplan Completion 	
	Wed, April 28	Semester Design Project – Thinking Outside the Box <ul style="list-style-type: none"> Development of Front Elevations 	

1 4	Thurs, April 29	Semester Design Project – Thinking Outside the Box • Development of Front Elevations	
	Fri, April 30	Semester Design Project – Thinking Outside the Box • Development of Front Elevations Play Report #7 – Due	
W E E K 1 5	Mon, May 3	Semester Design Project – Thinking Outside the Box • Development of Front Elevations	A 1 – 11 B 12 – 18 C 19 - 24
	Tues, May 4	Semester Design Project – Thinking Outside the Box • Front Elevations Completed	
	Wed, May 5	Semester Design Project – Thinking Outside the Box • Development of Production Model Magazine Review #4 - Due	
	Thurs, May 6	Semester Design Project – Thinking Outside the Box • Development of Production Model	
	Fri, May 7	Semester Design Project – Thinking Outside the Box • Development of Production Model	
W E E K 1 6	Mon, May 10	Semester Design Project – Thinking Outside the Box • Development of Production Model	A 1 – 11 B 12 – 18 C 19 - 23
	Tues, May 11	Semester Design Project – Thinking Outside the Box • Production Model Complete	
	Wed, May 12	Semester Design Project – Thinking Outside the Box • Character Analysis for 5 Characters	
	Thurs, May 13	Semester Design Project – Thinking Outside the Box • .Character Analysis Complete	
	Fri, May 14	Semester Design Project – Thinking Outside the Box • Initial Drawings • Director's Conference Play Report #8 – Due	
W E E K 1 7	Mon, May 17	Semester Design Project – Thinking Outside the Box • Costume Drawings in standard proportion	A 1 – 11 B 12 – 18 C 19 - 24
	Tues, May 18	Semester Design Project – Thinking Outside the Box • Costume Drawings in standard proportion	
	Wed, May 19	Semester Design Project – Thinking Outside the Box • Costume Drawings Complete • Costume Drawing Inked	
	Thurs, May 20	Semester Design Project – Thinking Outside the Box • Costume Renderings Magazine Review #5 - Due	
	Fri, May 21	Semester Design Project – Thinking Outside the Box • Costume Renderings	
W E E K 1 8	Mon, May 24	Semester Design Project – Thinking Outside the Box • Costume Renderings Complete	A 1 – 11 B 12 – 18 C 19 - 23
	Tues, May 25	Semester Project Presentations • Justification and Defense • Peer Critiques • Evaluation	
	Wed, May 26	Semester Project – Self Evaluation	
	Thurs, May 27	Final Exam Review	
	Fri, May 28	Final Exam Review Play Report #9 – Due	
Wk 19	Mon, May 31	No School – Memorial Day Holiday	
	Tues-Fri, June 1-4	Semester Final Exams	