

# Instructional Calendar

## Technical Theatre IV

Periods 7 & 8 – 2009-2010 School Year

Las Vegas Academy Theatre

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### Fall Semester

	Day / Date	Lesson	Objectives Addressed
<b>W E E K  1</b>	Mon, August 24	Introduction to Class <ul style="list-style-type: none"> <li>• Syllabus</li> <li>• Overview</li> <li>• Script Check-out</li> </ul>	A 1, 2, 11 B 14, 15, 16, 18 C 25, 26
	Tues, August 25	Review 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"> <li>• Types of Plays</li> <li>• Play Structure</li> </ul>	
	Fri, August 28	Script Analysis for Designers <ul style="list-style-type: none"> <li>• Character Analysis</li> </ul> <p style="text-align: right;"><b>Play Report #1 - Due</b></p>	
<b>W E E K  2</b>	Mon, August 31	No School – Labor Day	A 2 B 15, 16 C 26
	Tues, Sept 1	Play Structure Practical <ul style="list-style-type: none"> <li>• Script Analysis – Designer’s Checklist #1</li> </ul>	
	Wed, Sept 2	Play Structure Practical <ul style="list-style-type: none"> <li>• Script Analysis – Designer’s Checklist #2</li> </ul>	
	Thurs, Sept 3	Play Structure Practical <ul style="list-style-type: none"> <li>• Script Analysis – Designer’s Checklist #3</li> </ul>	
	Fri, Sept 4	Play Structure Practical <ul style="list-style-type: none"> <li>• Character Analysis</li> </ul> <p style="text-align: right;"><b>Play Report #2 – Due</b></p>	
<b>W E E K  3</b>	Mon, Sept 7	No School – Labor Day Holiday	A 2, 3, 4, 5 B 14, 15 C 26
	Tues, Sept 8	Conceptualizing the Design <ul style="list-style-type: none"> <li>• Establishing a Concept</li> <li>• Establishing a Style</li> <li>• Traditional vs Non-Traditional</li> </ul>	
	Wed, Sept 9	The Elements of Design – Review <ul style="list-style-type: none"> <li>• Line – project</li> </ul>	
	Thurs, Sept 10	The Elements of Design <ul style="list-style-type: none"> <li>• Shape / Form – project</li> </ul>	
	Fri, Sept 11	The Elements of Design <ul style="list-style-type: none"> <li>• Color – project</li> </ul> <p style="text-align: right;"><b>Play Report #3 – Due</b></p>	
<b>W E E K  4</b>	Mon, Sept 14	The Elements of Design <ul style="list-style-type: none"> <li>• Color – project (Continued)</li> </ul>	A 2, 3, 4, 5 B 14, 15 C 26, 27
	Tues, Sept 15	The Elements of Design <ul style="list-style-type: none"> <li>• Texture – project</li> </ul>	
	Wed, Sept 16	The Elements of Design <ul style="list-style-type: none"> <li>• Pattern / Movement - project</li> </ul> <p style="text-align: right;"><b>Magazine Review #1 - Due</b></p>	
	Thurs, Sept 17	The Principles of Design <ul style="list-style-type: none"> <li>• Highlight &amp; Shadow</li> </ul>	
	Fri, Sept 18	The Principles of Design <ul style="list-style-type: none"> <li>• Directional</li> </ul> <p style="text-align: right;"><b>Play Report #4 - Due</b></p>	
<b>W E</b>	Mon, Sept 21	The Principles of Design <ul style="list-style-type: none"> <li>• Synthesizing</li> </ul>	A 1, 2, 3, 4, 5, 6 B 14, 15, 16 C 26
	Tues, Sept 22	Unit Review	

E K 5	Wed, Sept 24	Unit Benchmark	
	Thurs, Sept 23	Costume Design <ul style="list-style-type: none"> <li>• Commonality in Human Form</li> <li>• 7 1/2 Head Principle</li> </ul>	
	Fri, Sept 25	Figure Drawing (Continued) Defining Movement <b>Play Report #5 – Due</b>	
W E E K 6	Mon, Sept 28	Figure Drawing (Continued) Applying clothing Refining Silhouette – Historical Accuracy Folds and Trim	A 1, 2, 3, 4, 5, 6 B 14, 15, 16 C 26
	Tues, Sept 29	Figure Drawing (Continued) Posing Shape Variations	
	Wed, Sept 30	Applying Analysis & Concept to Figures	
	Thurs, Oct 1	Applying Analysis & Concept to Figures	
	Fri, Oct 2	Design & Research Resources Accuracy vs Practicality Color Palates <b>Play Report #6 - Due</b>	
W E E K 7	Mon, Oct 5	No School – Staff Development Day	A 1, 2, 3, 4, 5, 6 B 14, 15, 16 C 26
	Tues, Oct 6	Internet Research vs Other Resources	
	Wed, Oct 7	Organizing the Needs of the Script Script Analysis Needs List	
	Thurs, Oct 8	<i>Still Life With Iris</i> Project <ul style="list-style-type: none"> <li>• Read Through</li> </ul>	
	Fri, Oct 9	<i>Still Life With Iris</i> Project <ul style="list-style-type: none"> <li>• Needs List</li> </ul> <b>Play Report #7 – Due</b>	
W E E K 8	Mon, Oct 12	<i>Still Life With Iris</i> Project <ul style="list-style-type: none"> <li>• Period Research</li> </ul>	A 1, 2, 3, 4, 5, 6 B 14, 15, 16 C 26
	Tues, Oct 13	<i>Still Life With Iris</i> Project <ul style="list-style-type: none"> <li>• Thumbnail Sketches</li> </ul> <b>Magazine Review #2 - Due</b>	
	Wed, Oct 14	<i>Still Life With Iris</i> Project <ul style="list-style-type: none"> <li>• Thumbnail Sketches (Continued)</li> </ul>	
	Thurs, Oct 15	<i>Still Life With Iris</i> Project <ul style="list-style-type: none"> <li>• Formal Drawings</li> </ul>	
	Fri, Oct 16	<i>Still Life With Iris</i> Project <ul style="list-style-type: none"> <li>• Rendering</li> <li>• Mediums</li> <li>• Styles</li> </ul> <b>Play Report #8 - Due</b>	
W E E K 9	Mon, Oct 19	<i>Still Life With Iris</i> Costume Designs Complete	A 1, 2, 4, 5, 6, 8, 9 B 14, 15, 16, 17, 19 C 21, 22, 21, 25, 26, 27
	Tues, Oct 20	Unit Review	
	Wed, Oct 21	Unit Benchmark	
	Thurs, Oct 22	The Set Design Process – Review	
	Fri, Oct 23	<i>The Star Spangled Girl</i> – Design Project <ul style="list-style-type: none"> <li>• Script Distribution</li> <li>• Needs List Development</li> </ul> <b>Play Report #9 - Due</b>	
W E E K	Mon, Oct 26	Conceptualizing the Design The Designer vs The Director	A 1, 2, 3, 4, 5, 6, 7, 8, 9 B 14, 15, 16, 17, 18, 19 C 21, 22, 21, 25, 26
	Tues, Oct 27	<i>The Star Spangled Girl</i> – Design Project <ul style="list-style-type: none"> <li>• Script Analysis</li> </ul> Theatre Spaces – Review <ul style="list-style-type: none"> <li>• Proscenium, Thrust, Arena, Profile</li> </ul>	

10	Wed, Oct 28	<i>The Star Spangled Girl</i> – Design Project <ul style="list-style-type: none"> <li>• Research</li> <li>• Thumbnail development</li> </ul>	
	Thurs, Oct 29	<i>The Star Spangled Girl</i> – Design Project Play <ul style="list-style-type: none"> <li>• Scaled Floorplan development</li> </ul> <b>Report #10 – Due</b>	
	Fri, Oct 30	No School – Nevada Day Holiday	
WEEK 11	Mon, Nov 2	No School – Staff Development Day	A 2, 3, 4, 5, 7, 10
	Tues, Nov 3	<i>The Star Spangled Girl</i> – Design Project <ul style="list-style-type: none"> <li>• Floorplan Completion</li> </ul>	B 14, 16 C 21, 25, 26, 27
	Wed, Nov 4	<i>The Star Spangled Girl</i> – Design Project <ul style="list-style-type: none"> <li>• Elevation Development</li> </ul>	
	Thurs, Nov 5	<i>The Star Spangled Girl</i> – Design Project <ul style="list-style-type: none"> <li>• Elevations</li> </ul> <b>Magazine Review #3 – Due</b>	
	Fri, Nov 6	<i>The Star Spangled Girl</i> – Design Project <ul style="list-style-type: none"> <li>• Elevation Completion</li> </ul> Balance & Symmetry <b>Play Report #11 --Due</b>	
WEEK 12	Mon, Nov 9	<i>The Star Spangled Girl</i> – Design Project <ul style="list-style-type: none"> <li>• Self-Assessment</li> <li>• Peer Assessment</li> </ul>	A 2, 3, 4, 5, 7, 10 B 14, 15, 16, 17, 19 C 21, 25, 26
	Tues, Nov 10	Dealing with Sightlines Masking Composition vs Necessity	
	Wed, Nov 11	No School – Veteran’s Day Holiday	
	Thurs, Nov 12	Unit Review	
	Fri, Nov 13	Unit Benchmark <b>Play Report #12 – Due</b>	
WEEK 13	Mon, Nov 16	<i>Deathtrap</i> Project Learning to Simplify Adapting to Various Spaces Refining the Floorplan Concept	A 2, 3, 4, 5, 7, 10 B 14, 15, 16, 17, 19 C 21, 25, 26
	Tues, Nov 17	<i>Deathtrap</i> Project <ul style="list-style-type: none"> <li>• Script Analysis</li> <li>• Needs List</li> </ul>	
	Wed, Nov 18	<i>Deathtrap</i> Project <ul style="list-style-type: none"> <li>• Design Concept</li> </ul>	
	Thurs, Nov 19	<i>Deathtrap</i> Project <ul style="list-style-type: none"> <li>• Thumbnail Development</li> </ul> Seeing a Design in 3-Dimensions – Review <ul style="list-style-type: none"> <li>• Building Models</li> <li>• White Model (vs) Production Model</li> </ul>	
	Fri, Nov 20	<i>Deathtrap</i> Project <ul style="list-style-type: none"> <li>• Thumbnails completed</li> <li>• Peer Assessment</li> </ul> <b>Play Report #13 – Due</b>	
WEEK 14	Mon, Nov 23	<i>Deathtrap</i> Project <ul style="list-style-type: none"> <li>• Scale Floor Plan development</li> </ul>	A 2, 3, 4, 5, 7, 10 B 14, 15, 16, 17, 19 C 21, 25, 26
	Tues, Nov 24	<i>Deathtrap</i> Project <ul style="list-style-type: none"> <li>• Scale Floor Plan development</li> </ul>	
	Wed, Nov 25	<i>Deathtrap</i> Project <ul style="list-style-type: none"> <li>• Scale Floor Plan completion</li> </ul> <b>Play Report #14 – Due</b>	A 2, 3, 4, 5, 7, 10 B 14, 15, 16, 17, 19 C 21, 25, 26
	Thurs, Nov 26 Fri, Nov 27	No School – Thanksgiving Holiday	
W	Mon, Nov 30	<i>Deathtrap</i> Project <ul style="list-style-type: none"> <li>• Model Development</li> </ul>	A 2, 3, 4, 5, 7, 10 B 14, 15, 16, 17, 19

<b>E E K 1 5</b>	Mon, Nov 30	<i>Deathtrap</i> Project • Model Development	C 21, 25, 26
	Tues, Dec 1	<i>Deathtrap</i> Project • Model Development	
	Wed, Dec 2	<i>Deathtrap</i> Project • Model Development <b>Magazine Review #4 - Due</b>	
	Thurs, Dec 3	<i>Deathtrap</i> Project • Model Completion	
	Fri, Dec 4	<i>Deathtrap</i> Project • Design / Model Presentation & Defense <b>Play Report #15 - Due</b>	
<b>W E E K 1 6</b>	Mon, Dec 7	Props & Set Dressing • Hand & Set props • Historical Accuracy • Resources • Development & Construction	A 1, 2, 3, 4, 7, 10, 11 B 14, 15, 16, 17, 18, 19, 20 C 21, 22, 21, 25, 26
	Tues, Dec 8	Prop Design Project • Play Selection & Analysis	
	Wed, Dec 9	Prop Design Project • Style • Period Research	
	Thurs, Dec 10	Prop Design Project • Design Concept • Materials List	
	Fri, Dec 11	Prop Design Project • Working Drawings <b>Play Report #16 – Due</b>	
<b>W E E K 1 7</b>	Mon, Dec 14	Prop Design Project • Prop Development	A 1, 2, 3, 4, 7, 10, 11 B 14, 15, 16, 17, 18, 19, 20 C 21, 22, 21, 25, 26
	Tues, Dec 15	Prop Design Project • Prop Development	
	Wed, Dec 16	Prop Design Project • Prop Development	
	Thurs, Dec 17	Prop Design Project • Refining and Detailing	
	Fri, Dec 18	Prop Design Project • Presentation & Assessment <b>Play Report #17 -- Due</b>	
<b>W E E K 1 8</b>	Mon, Jan 4	Self-Evaluation – Semester Assessment	A 1 –11 B 14 – 20 C 21 - 27
	Tues, Jan 5	Teacher Conferences – One on One	
	Wed, Jan 6	Teacher Conferences – One on One <b>Magazine Review #5 - Due</b>	
	Thurs, Jan 7	Final Exam Review	
	Fri, Jan 8	Final Exam Review <b>Play Report #18 - Due</b>	
<b>Wk 1 9</b>	Mon-Thurs, Jan 11-14	Semester Final Exams	A 1 –11 B 14 – 20 C 21 - 26
	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 13

W E E K  1	Mon, Jan 18	No School – Martin Luther King Day	C 26
	Tues, Jan 19	Resume Writing <ul style="list-style-type: none"> <li>• Format</li> <li>• Style</li> <li>• Content</li> </ul>	
	Wed, Jan 20	Resume Writing Cover Letter	
	Thurs, Jan 21	Resume Writing Focus When is Enough, Enough and Too Much, Too Much <b>Play Report #1 - Due</b>	
	Fri, Jan 22	Letters of Recommendation	
W E E K  2	Mon, Jan 25	Perspective Drawing Procedure & Technique Grid vs Vanishing Point	A 1, 2, 3, 4, 6, 7, 8 B 14, 15, 16, 17 C 22, 24, 25, 26
	Tues, Jan 26	Using Scale in Perspective	
	Wed, Jan 27	Perspective Project Play Selection (Interior Box Set) Script Analysis	
	Thurs, Jan 28	Perspective Project Needs List	
	Fri, Jan 29	Perspective Project Research <b>Play Report #2 – Due</b>	
W E E K  3	Mon, Feb 1	Perspective Project Thumbnails	A 1, 2, 3, 4, 6, 7, 8 B 14, 15, 16, 17 C 22, 24, 25, 26
	Tues, Feb 2	Perspective Project Floorplan development	
	Wed, Feb 3	Perspective Project Floorplan development	
	Thurs, Feb 4	Perspective Project Scale floorplan development	
	Fri, Feb 5	Perspective Project Scale floorplan completion <b>Play Report #3 - Due</b>	
W E E K  4	Mon, Feb 8	Perspective Project Drawing Development	A 1, 2, 3, 4, 6, 7, 8 B 14, 15, 16, 17 C 22, 24, 25, 26, 27
	Tues, Feb 9	Perspective Project Drawing Development	
	Wed, Feb 10	Perspective Project Drawing Development <b>Magazine Review #1 - Due</b>	
	Thurs, Feb 11	Perspective Project Drawing Development	
	Fri, Feb 12	Perspective Project Drawing Development <b>Play Report #4 - Due</b>	
W E E K	Mon, Feb 15	No School – President's Day Holiday	A 1, 2, 3, 4, 6, 7, 8 B 14, 15, 16, 17 C 22, 24, 25, 26
	Tues, Feb 16	Perspective Project Drawing Completion	
	Wed, Feb 17	Detail & Set Decoration	
	Thurs, Feb 18	Detail & Set Decoration	

5	Fri, Feb 19	Rendering Techniques <ul style="list-style-type: none"> <li>• Mediums             <ul style="list-style-type: none"> <li>○ Colored Pencil</li> <li>○ Water Based Markers</li> <li>○ Water Color</li> <li>○ Guache</li> <li>○ Acrylic</li> <li>○ Charcoal / Pastels</li> <li>○ Oil</li> </ul> </li> </ul>	
		<b>Play Report #5 - Due</b>	
WEEK 6	Mon, Feb 22	Perspective Renderings	A 1, 2, 3, 4, 6, 7, 8 B 14, 15, 16, 17 C 22, 24, 25, 26
	Tues, Feb 23	Perspective Renderings	
	Wed, Feb 24	Perspective Renderings	
	Thurs, Feb 25	Perspective Renderings	
	Fri, Feb 26	Perspective Renderings Completed	
		<b>Play Report #6 - Due</b>	
WEEK 7	Mon, Mar 1	Unit Review	A 1, 2, 3, 4, 6, 7, 8, 13 B 14, 15, 16, 17 C 22, 24, 25, 26
	Tues, Mar 2	Unit Benchmark	
	Wed, Mar 3	Portfolio Development <ul style="list-style-type: none"> <li>• Standard Format</li> <li>• Contents</li> <li>• Style</li> </ul>	
	Thurs, Mar 4	Portfolio Development & Project Assignment	
	Fri, Mar 5	Portfolio Projects	
		<b>Play Report #7 - Due</b>	
WEEK 8	Mon, Mar 8	Portfolio Project Completion <b>Magazine Review #2 - Due</b>	A 1, 2, 3, 4, 6, 7, 8, 12, 13 B 14, 15, 16, 17, 21 C 22, 24, 25, 26, 27
	Tues, Mar 9	Self-Evaluation Peer Evaluations	
	Wed, Mar 10	Interviewing -- Defending Yourself <ul style="list-style-type: none"> <li>• Presentation</li> <li>• Appropriate Dress</li> <li>• Image</li> <li>• Dealing with Stress</li> </ul>	
	Thurs, Mar 11	Mock Interviews	
	Fri, Mar 12	Mock Interviews	
		<b>Play Report #8 - Due</b>	
WEEK 9	Mon, Mar 15	Unit Review	A 1, 2, 3, 4, 6, 7, 8, 12, 13 B 14, 15, 16, 17, 21 C 22, 24, 25, 26, 27
	Tues, Mar 16	Unit Terminology Test	
	Wed, Mar 17	Fabric & Textiles in the Theatre	
	Thurs, Mar 18	Manipulation of Fabric Project #1	
	Fri, Mar 19	Manipulation of Fabric Project #1 Completed	
		<b>Play Report #9 - Due</b>	
WEEK 10	Mon, Mar 22	Manipulation of Fabric Project #2	A 2, 3, 7 B 16, 18, 20 C 26, 27
	Tues, Mar 23	Manipulation of Fabric Project #2 Completed	
	Wed, Mar 24	Manipulation of Fabric Project #3 <b>Magazine Review #3 - Due</b>	
	Thurs, Mar 25	Manipulation of Fabric Project #3	
	Fri, Mar 26	Manipulation of Fabric Project #3 Completed	
		<b>Play Report #10 - Due</b>	

	Mon, Mar 29 – Fri, April 2	No School – Spring Break	
<b>W E E K 1 1</b>	Mon, April 5	Semester Final Project <ul style="list-style-type: none"> <li>• Show Selection</li> <li>• Pre-1930</li> <li>• Multiple Setting</li> <li>• At Least 6 Cast Members</li> <li>• Script Analysis</li> <li>• Research</li> <li>• Develop a Concept</li> <li>• Select a Style</li> <li>• Develop a Scaled Floorplan</li> <li>• Develop a Scale Model or Perspective Rendering</li> <li>• Character Analysis</li> <li>• Develop a Costume Chart</li> <li>• Develop a Costume Plot</li> <li>• Develop &amp; Render 10 Different Costume Designs</li> <li>• Prepare Portfolio Presentation of Design Concept</li> </ul>	A 1-13 B 14-21 C 22-27
	Tues, April 6	Show Selection and Script Analysis Complete	
	Wed, April 7	Research	
	Thurs, April 8	Research Complete	
	Fri, April 9	Concept & Style Justification Paper <b>Play Report #11 - Due</b>	
<b>W E E K 1 2</b>	Mon, April 12	Needs List Complete	A 1-13 B 14-21 C 22-27
	Tues, April 13	Thumbnails Complete	
	Wed, April 14	Development of Scale Floorplan 1/4" = 1' Scale Inked	
	Thurs, April 15	Development of Scale Floorplan	
	Fri, April 16	Scale Floorplan Complete <b>Play Report #12 – Due</b>	
<b>W E E K 1 3</b>	Mon, April 19	Development of Production Model or Perspective Rendering	A 1-13 B 14-21 C 22-27
	Tues, April 20	Development of Production Model or Perspective Rendering	
	Wed, April 21	Development of Production Model or Perspective Rendering	
	Thurs, April 22	Development of Production Model or Perspective Rendering	
	Fri, April 23	Completion of Production Model or Perspective Rendering <b>Play Report #13 -Due</b>	
<b>W E E K 14</b>	Mon, April 26	Costume Chart Complete	A 1-13 B 14-21 C 22-27
	Tues, April 27	Research Complete	
	Wed, April 28	Development of Initial Sketches	
	Thurs, April 29	Development of Proportional Designs	
	Fri, April 30	Development of Proportional Designs <b>Play Report #14 – Due</b>	
<b>W E E K 1 5</b>	Mon, May 3	Proportional Costume Designs Complete	A 1-13 B 14-21 C 22-27
	Tues, May 4	Costume Designs Detailed & Accessorized	
	Wed, May 5	Costume Designs Rendered <b>Magazine Review #4 - Due</b>	
	Thurs, May 6	Costume Designs Rendering Complete	
	Fri, May 7	Costume Designs Swatched <b>Play Report #15 - Due</b>	
<b>W E E K 16</b>	Mon, May 10	All Completed Designs prepped for Portfolio	A 1-13 B 14-21 C 22-27
	Tues, May 11	All Completed Designs prepped for Portfolio	
	Wed, May 12	Portfolio Assembled	
	Thurs, May 13	Peer Critiques / Rubric Evaluation	
	Fri, May 14	Portfolios re-examined by individuals <b>Play Report #16 - Due</b>	

<b>W E E K 1 7</b>	Mon, May 17	Round-Robin Peer Portfolio Presentations	A 1-13 B 14-21 C 22-27
	Tues, May 18	Round-Robin Peer Portfolio Presentations	
	Wed, May 19	Mock Interviews – Portfolio Defense	
	Thurs, May 20	Mock Interviews – Portfolio Defense	
	Fri, May 21	Mock Interviews – Portfolio Defense <b>Play Report #17 - Due</b>	
<b>W E E K 1 8</b>	Mon, May 24	Self-Assessment Paper	A 1-13 B 14-21 C 22-27
	Tues, May 25	Careers Overview <ul style="list-style-type: none"> <li>Warren Holz, guest speaker <i>Phantom of the Opera</i> –Las Vegas</li> </ul>	
	Wed, May 26	Careers Overview <ul style="list-style-type: none"> <li>Nona Lee Davis, guest speaker <i>La Reve</i></li> </ul>	
	Thurs, May 27	Final Exam Review	
	Fri, May 28	Final Exam Review <b>Magazine Review #5 - Due</b>	
<b>Wk 19</b>	Mon, May 31	No School – Memorial Day Holiday	A 1-13 B 14-21 C 22-27
	Tues-Fri, June 1-4	Semester Final Exams	