Unit 01: Basic Theatrical Concept Review

Content Area: Performing Arts
Course(s): Performing Arts

Time Period: Week 1
Length: 2 weeks
Status: Published

Unit Overview

In this unit students will engage in a brief review and reflection of basic theatre concepts discussed and learned in The World of Theatre course. Students will participate in oral and written review to prepare to build on past knowledge.

Standards

VPA.1.1.8.C.2	Determine the effectiveness of various methods of vocal, physical, relaxation, and acting techniques used in actor training.
VPA.1.2.8.A.CS1	Technological changes have and will continue to substantially influence the development and nature of the arts.
VPA.1.3.8.A.CS1	Movement dynamics and qualities emphasize time, space, and energy. Movement affinities and effort actions impact dynamic tension and spatial relationships.
VPA.1.4.8.A.2	Identify works of dance, music, theatre, and visual art that are used for utilitarian and non-utilitarian purposes.
VPA.1.4.8.A.CS2	Art may be used for utilitarian and non-utilitarian purposes.

Essential Questions

- How do we communicate meaning in theatre?
- How do people connect through theatre?

Application of Knowledge: Students will know that...

- basic concepts of theatre are; actor, character, stage, ensemble, and trust
- theatre can enhance an individual's understanding of many other disciplines, such as; English, Music, History, and Art
- theatre is universal

Application of Skills: Students will be able to...

define basic technical terms

- define the word theatre
- · demonstrate parts of the stage
- · identify examples of types of theatre
- link the ways trust is related to an actor

Assessments

- Written Pre-Test to evaluate prior knowledge
- Parts of Stage Physical Assessment
- Demonstaration of Trust Exersise
- Information from this unit will be included on a locally developed, end of course benchmark assessment that may take the form of a test, performance based project, or other summative assessment.

Suggested Activities

- Group collaboration in creation of definition of theatre
- Labeling of stage diagram
- Review and demonstration of Trust Exercises
- Teacher lead discussion on how theatre relates to other disciplines

Activities to Differentiate Instruction

Differentiation for special education:

- General modifications may include:
 - o Modifications & accommodations as listed in the student's IEP
 - o Assign a peer to help keep student on task
 - Modified or reduced assignments
 - o Reduce length of assignment for different mode of delivery
 - o Increase one-to-one time
 - o Working contract between you and student at risk
 - o Prioritize tasks
 - o Think in concrete terms and provide hands-on-tasks
 - o Position student near helping peer or have quick access to teacher
 - o Anticipate where needs will be
 - o Break tests down in smaller increments
- Content specific modifications may include:
 - o work with theatre buddy on diagram of stage

o make notes on trust accessible to student

Differentiation for ELL's:

- General modifications may include:
 - Strategy groups
 - o Teacher conferences
 - o Graphic organizers
 - Modification plan
 - o Collaboration with ELL Teacher
- Content specific vocabulary important for ELL students to understand include: trust, theatre

Differentiation to extend learning for gifted students may include:

- Students lead review
- Create a list of all careers that are enhanced by a theatre education

Integrated/Cross-Disciplinary Instruction

Performing Arts can use technology to create a computer based review and diagram for the class

Resources

Everything About Theatre, by Robert L. Lee

Teacher generated handouts/worksheets

21st Century Skills

CRP.K-12.CRP2.1

Career-ready individuals readily access and use the knowledge and skills acquired through experience and education to be more productive. They make connections between abstract concepts with real-world applications, and they make correct insights about when it is appropriate to apply the use of an academic skill in a workplace situation.