

# 8 Sets and/or Props Projects

Content Area: **21st Century Life & Careers**  
Course(s): **Generic Course, Level 1 Engineering Drawing**  
Time Period: **Semester 1**  
Length: **3-4 weeks**  
Status: **Published**

## Unit Introduction

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In this unit, students will be required to read a segment of a play and design/build a set or prop relative to the theme/artistic vision.

Sets and Props will be designed and built in alignment with and as per the needs of the current school production(s).

## Standards

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TH.9-12.1.4.12prof.Cr	Creating
TH.9-12.1.4.12prof.Cr1	Generating and conceptualizing ideas.
TH.9-12.1.4.12prof.Cn10	Synthesizing and relating knowledge and personal experiences to create products.
TH.9-12.1.4.12prof.Cr1b	Explore the impact of technology on design choices in devised or scripted theatre work.
ARCH.9-12.9.4.12.B.(1).9	Develop technical drawings drafted by hand and computer-generated plans to design structures.
ARCH.9-12.9.4.12.B.(2).17	Use craft skills to meet or exceed teacher and/or employer expectations.
ARCH.9-12.9.4.12.B.75	Use and maintain appropriate tools, machinery, equipment, and resources to accomplish project goals.
CAEP.9.2.12.C	Career Preparation
STEM.9-12.9.4.12.O.(1).11	Demonstrate understanding of processes and concepts that are key to understanding the design process.
STEM.9-12.9.4.12.O.2	Demonstrate mathematics knowledge and skills required to pursue the full range of postsecondary education and career opportunities.
STEM.9-12.9.4.12.O.3	Demonstrate science knowledge and skills required to pursue the full range of postsecondary education and career opportunities.
STEM.9-12.9.4.12.O.5	Demonstrate use of the concepts, strategies, and systems for obtaining and conveying ideas and information to enhance communication.
STEM.9-12.9.4.12.O.17	Employ critical thinking skills (e.g., analyze, synthesize, and evaluate) independently and in teams to solve problems and make decisions.

## Essential Questions

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1. What can we learn by solving this problem/doing this activity?

2. How do you create the best solution to the problem and/or design for the scene, set or prop?
3. Why is it important to do a "READ-THRU" with the entire cast/crew for the play/scene before you begin to design your set and/or props?
4. Why is the final finish/painting important to effect of the set/prop?

## **Content/Skills**

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- Students will design/build a set or prop for show or scene.
- Students will learn/apply Design Process to help create the best possible solution/set/prop
- Students will work collaboratively and provide critical feedback

## **Skills**

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- Brainstorming
- Drawing plans
- Fabricating a model
- Model storming
- Teamwork
- Using design processes
- Working safely...