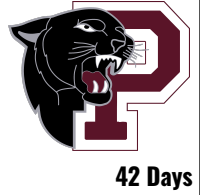


1st Nine Weeks Academic Calendar 2025-2026
HS Art 1



Week of August 11, 2025

Course Introduction

Week of August 18, 2025

Copyright and Originality

Week of August 25, 2025

Exploring Theatre Spaces

Focus: Identifying and understanding different types of theatres and their purposes.

Suggested Activities:

- Types of theatres: Arena, Thrust, Proscenium, Alley, etc.
- Characteristics of each
- Create a model of the stages in groups

TEKS: (1)(A)(B), (3)(A), (5)(A)

Week of September 1, 2025

Touring and Mapping Our Theatre

Focus: Familiarization with the school's theatre space and terminology.

Suggested Activities:

- Tour the theatre space
- Label parts of the theatre: House, FOH, Green Room, Booth, Shop, etc.
- Safety orientation tour (First Aid kit, fire extinguisher, etc.)
- Create a labeled map of your theatre facility

Week of September 8, 2025

Stage Parts, Drapes & Blocking Areas

Focus: Understanding onstage and backstage areas used in production.

Suggest Activities:

- Lecture/discussion on: Stage directions, blocking areas, and drapery
- Diagram worksheet: Wings, Legs, Cyc, Grand Drape, Traveler
- Practice stage direction callouts (ball toss, simon says, battleship, etc.)
- Add and label Parts and Areas of stage on previous scale model

TEKS: (1)(A)(B), (3)(A), (4)(A)

Week of September 15, 2025

Safety & Maintenance in Technical Theatre

Focus: Safety protocols and student accountability.

Suggested Activities:

- Review class/shop safety rules
- Distribute & explain Safety Contract (parent/guardian signature required)
- Importance of maintenance, storage, and maintaining a clean shop
- Create personal safety pledge posters - print and hang around shop

TEKS: (2)(B), (6)(A)(B)

Week of September 22, 2025

Introduction to Tools & Lumber

Focus: Tool functions and identifying different types of wood used in set construction.

Suggested Activities:

- Tool demos: Hand tools vs. power tools
- Identify and label common shop tools (cutting, fastening, measuring, etc.)
- Lumber types: 1x4, 2x4, plywood, Luan
- Safety quiz/demonstration

TEKS: (1)(A), (4)(B), (6)(A)

Week of September 29, 2025

Set Construction Basics

Focus: Types of sets and scenic units.

Suggested Activities:

- Intro to Hollywood vs. Broadway flats
- Unit sets & platforms
- Hands-on: Measure and mark with a partner
- Group design: Build a model of a Broadway Flat and label parts

TEKS: (3)(A), (4)(A)(B)

Week of October 6, 2025

Demonstrate understanding of Technical Theatre foundations

Focus: Review activities and summative assessment over Types of Theatre, Parts of the Theatre, Shop Safety, Tools and Construction.

Suggested Activities:

- Day 1–2: Interactive review games
 - *Tool ID Relay, Theatre Space BINGO, Hierarchy Kahoot, Stage Direction Simon Says*
 - Partner quiz bowl with flashcards on: safety, tools, theatre parts, and roles
- Day 3: Guided review packet and group discussion
- Day 4: Written Test (TEKS-aligned, covering terminology, safety, theatre spaces, production hierarchy, and tools)
- Day 5: Practical Assessment
 - Stage directions demo
 - Theatre map labeling
 - Tool identification station

TEKS: (1)(A)(B)(C), (2)(A)(B), (3)(A), (4)(A)(B), (6)(A)(B)

2nd Nine Weeks Academic Calendar 2025-2026
Technical Theatre 1

Week of October 13, 2025

Reading a Play as a Designer: Parts of a Script & Dramatic Structure

Focus: Understand how designers approach a script by identifying its structure and key components.

Suggested Activities:

- Label parts of a script (title page, cast list, stage directions, acts, scenes)
- Diagram dramatic structure using Freytag's Pyramid
- Read a short script excerpt to identify exposition, rising action, climax, and resolution
- Group discussion: What does a designer look for while reading?

Advanced Challenge:

- Compare two scripts with different structures and analyze how design might change
- Create a visual diagram of a chosen script's structure

TEKS: (1)(A), (1)(B), (2)(A)

Week of October 20, 2025

Reading a Play as a Designer: Note Taking & Script Analysis

Focus: Develop strong note-taking and analysis skills for design purposes.

Suggested Activities:

- Practice annotating scripts for design clues (time of day, mood, setting, props)
- Use a designer's journal for organized notes
- Identify visual motifs from text and brainstorm design possibilities
- Discuss how directors and designers collaborate in early stages

Advanced Challenge:

- Create a "designer's breakdown" of a short scene with notes for all design areas (set, lighting, costume, props)
- Present analysis to class for feedback

TEKS: (1)(B), (2)(A), (4)(A)

Week of October 27, 2025

Reading a Play as a Designer: Creating a Concept

Focus: Turn script analysis into a clear design concept.

Suggested Activities:

- Define “concept” in theatrical design
- View professional scenic concept boards for inspiration
- Students create a visual concept board for a selected scene or act
- Begin applying concept to UIL or selected class script (*Clue on Stage, A Midsummer Night’s Dream*)

Advanced Challenge:

- Present concept to class as if pitching to a director
- Include historical/context research to justify design choices

TEKS: (1)(B), (2)(A), (4)(A)

Week of November 3, 2025

Scenic Design: What is a Scenic Designer?

Focus: Learn the role, responsibilities, and workflow of a scenic designer.

Suggested Activities:

- Job description and real-world examples of scenic designers' work
- Research professional designers and notable productions
- Discuss collaboration between scenic design and other departments
- Begin script-specific research: time period, geography, culture

Advanced Challenge:

- Create an interview questionnaire for a professional scenic designer
- Develop a designer’s inspiration folder with at least 10 research images

TEKS: (1)(A), (1)(B), (4)(A)

Week of November 10, 2025

Scenic Design: Rendering & Perspective

Focus: Learn rendering techniques and basic one-point perspective drawing.

Suggested Activities:

- Introduction to rendering tools (pencils, markers, watercolor)
- Draw simple objects using one-point perspective
- Apply rendering to a scenic element from class script
- Peer feedback on clarity and depth of renderings

Advanced Challenge:

- Create a full scenic rendering of one location from the script
- Add basic color theory application to enhance realism

TEKS: (1)(B), (2)(A), (4)(A)

Week of November 17, 2025

Scenic Design: Ground Plans, Drafting & Scale

Focus: Draft ground plans using architect’s scale and correct theatre symbols.

Suggested Activities:

- Learn drafting symbols for scenic elements
- Practice measuring and drawing to scale ($\frac{1}{4}" = 1'-0"$)
- Create labeled ground plan for a simple set layout
- Add plate title and scale notation correctly

Advanced Challenge:

- Draft full ground plan for chosen class script set
- Add furniture placement and sightline considerations

TEKS: (1)(B), (2)(A), (2)(B), (4)(A)

Week of November 24, 2025

Thanksgiving Break

Week of December 1, 2025

Scenic Design: Scale Models

Focus: Build a scale model based on a drafted ground plan.

Suggested Activities:

- Review safety and precision in model-making
- Measure and cut foam board/cardstock to 1" = 1' scale
- Assemble and label scenic elements
- Compare model to ground plan for accuracy

Advanced Challenge:

- Fully paint and texture model to match rendering
- Present model to "director" (class) with explanation of design choices

TEKS: (1)(B), (2)(A), (4)(A)

Week of December 8, 2025

Art Elements in Theatrical Design

Focus: Apply principles and elements of art to scenic design.

Suggested Activities:

- Review principles of art: balance, emphasis, movement, pattern, rhythm, proportion, unity, variety
- Review elements of art: line, shape, form, space, texture, value, color
- Analyze set designs for use of art principles
- Apply elements to improve an existing scenic rendering

Advanced Challenge:

- Create an "art principles checklist" for design evaluation
- Redesign a professional set using a different emphasis principle

TEKS: (1)(A), (2)(A), (4)(A)

Week of December 15, 2025

Color Theory in Scenic Design

Focus: Use color theory to communicate mood and meaning in design.

Suggested Activities:

- Review primary, secondary, tertiary, monochromatic, analogous, and complementary colors
- Create a color wheel and mood color chart
- Apply color palette to existing scenic rendering
- Present how chosen colors support the script's tone and concept

Advanced Challenge:

- Design alternate palettes for two different interpretations of the same scene
- Apply digital rendering tools to experiment with color changes

TEKS: (1)(B), (2)(A), (4)(A)

Week of December 22, 2025

Winter Break

Week of December 29, 2025

Winter Break

3rd Nine Weeks Academic Calendar 2025-2026 HS Technical Theatre 1

Week of January 5, 2026

Marketing: Introduction to Theatre Promotion

Focus: Understand marketing principles and apply them to promote a theatre production.

Suggested Activities:

- Discuss legal considerations in marketing (copyright, image use, permissions)
- Explore visual flow in Western culture and its influence on design
- Analyze effective logos and their symbolism

Advanced Challenge:

- Create a mood board showing three distinct marketing styles for the same production

TEKS: (1)(B), (2)(A), (4)(A), (6)(A)

Week of January 12, 2026

Marketing: Posters, Programs, and Campaigns

Focus: Apply design principles to create cohesive marketing materials.

Suggested Activities:

- Review effective poster and program layouts
- Identify publicity methods: posters, flyers, social media, press releases, community outreach
- Create a poster and program for a previously read show, including a vision board to support design choices

Advanced Challenge:

- Develop a mini social media campaign with audience-specific posts

TEKS: (1)(B), (2)(A), (4)(A), (6)(A)

Week of January 19, 2026

Costume Design: Character Analysis & Research

Focus: Analyze characters and create costume designs that reflect personality, setting, and time period.

Suggested Activities:

- Complete a detailed character analysis from a script
- Conduct research on historical period, cultural influences, and style
- Learn how to draw a croquis for costume rendering

Advanced Challenge:

- Create three alternate costume sketches for the same character to reflect different interpretations

TEKS: (1)(B), (2)(A), (4)(A), (5)(A)

Week of January 26, 2026

Costume Design: Rendering & Construction Skills

Focus: Translate research into visual designs and practical builds.

Suggested Activities:

- Apply fabric swatches to design renderings
- Review materials, tools, and safety in costume work
- Learn and practice basic hand-sewing stitches
- Create a small-scale “Ugly Monster” or doll-sized replica of a rendering

Advanced Challenge:

- Produce a wearable prototype costume piece for a character

TEKS: (1)(B), (2)(A), (4)(A), (5)(A)

Week of February 2, 2026

Makeup Design: Principles & Research

Focus: Understand the role of makeup in character creation and visual storytelling.

Suggested Activities:

- Identify the makeup designer’s responsibilities in a production
- Learn about types of makeup, tools, and best safety practices
- Create a makeup morgue (visual research board) for a character

Advanced Challenge:

- Design two contrasting makeup looks for the same character

TEKS: (1)(B), (2)(A), (4)(A), (5)(A)

Week of February 9, 2026

Makeup Design: Rendering & Application

Focus: Apply makeup designs for stage use.

Suggested Activities:

- Render a makeup design to match a character profile
- Apply a basic makeup look such as Old Age, Corrective, or Fantasy

Advanced Challenge:

- Create a prosthetic-based character makeup and present application process

TEKS: (1)(B), (2)(A), (4)(A), (5)(A)

Week of February 16, 2026

Props: Introduction & Classification

Focus: Understand the types of props and the role of a property master/mistress.

Suggested Activities:

- Discuss property master/mistress responsibilities
- Identify and classify types of props: hand, set, costume, implied, and actual
- Research prop styles and materials based on script needs

Advanced Challenge:

- Create a detailed props list for a one-act play including sourcing notes

TEKS: (1)(B), (2)(A), (4)(A), (5)(A)

Week of February 23, 2026

Props: Construction & Creativity

Focus: Build functional and safe props for theatrical use.

Suggested Activities:

- Create a functional or decorative prop such as TP food, a prop book, or a lightweight weapon
- Use basic construction tools and safe building practices

Advanced Challenge:

- Build a multi-part or mechanically functional prop for a scene

TEKS: (1)(B), (2)(A), (4)(A), (5)(A)

Week of March 2, 2026

Culminating Project: Integrated Design Showcase

Focus: Synthesize skills from marketing, costume, makeup, and props into a single cohesive production concept.

Suggested Activities:

- Choose a scene or short play and create a unified marketing poster, costume rendering, makeup plan, and prop design
- Present designs in a portfolio format to the class with rationale for each design choice

Advanced Challenge:

- Create a digital presentation with animated mockups or 3D renders of the designs

TEKS: (1)(B), (2)(A), (4)(A), (5)(A), (6)(A)

Week of March 9, 2026
<div>Intro to Lighting</div> <div>Focus: Understanding the role of lighting in technical theatre and differentiating between Lighting Designer and Master Electrician.</div> <div>Suggested Activities:</div> <div><ul style="list-style-type: none">Discuss the differences in responsibilities between a Lighting Designer and Master Electricician.Explore how lighting affects mood, focus, and storytelling.Identify real-world examples from stage productions.</div> <div>Advanced Challenge:</div> <div><ul style="list-style-type: none">Research a famous Lighting Designer and present their signature techniques with visual examples.</div> <div>TEKS: (1)(B), (2)(A), (2)(B)</div>
Week of March 16, 2026
Spring Break
<div>4th Nine Weeks Academic Calendar 2025-2026</div> <div>HS Technical Theatre 1</div>
Week of March 23, 2026
<div>Intro to Lighting</div> <div>Focus: Understanding the role of lighting in technical theatre and differentiating between Lighting Designer and Master Electrician.</div> <div>Suggested Activities:</div> <div><ul style="list-style-type: none">Discuss the differences in responsibilities between a Lighting Designer and Master Electricician.Explore how lighting affects mood, focus, and storytelling.Identify real-world examples from stage productions.</div> <div>Advanced Challenge:</div> <div><ul style="list-style-type: none">Research a famous Lighting Designer and present their signature techniques with visual examples.</div> <div>TEKS: (1)(B), (2)(A), (2)(B)</div>
Week of March 30, 2026
Lighting Tools & Techniques

Focus: Understanding the qualities and functions of light, as well as different lighting instruments, angles, and areas.

Suggested Activities:

- Define qualities of light: intensity, color, distribution, movement.
- Explore functions: visibility, mood, time of day, location, composition.
- Identify and diagram different stage lighting areas.
- Hands-on: Identify and label various lighting instruments in your theatre.

Advanced Challenge:

- Create a lighting plot for a short scene using learned lighting areas and angles.

TEKS: (1)(B), (2)(A), (3)(A)

Week of April 6, 2026

Light Color Theory & Gobos

Focus: Using color theory to create mood and meaning in lighting design.

Suggested Activities:

- Review color theory as applied to lighting gels.
- Experiment with combining gel colors to create new effects.
- Explore gobos—design, function, and creative applications.
- Create a gobo cut-out to simulate a location or mood.

Advanced Challenge:

- Apply digital rendering software to test lighting gel and gobo combinations for a single scene.

TEKS: (1)(B), (2)(A), (4)(A)

Week of April 13, 2026

Lighting Design Project

Focus: Applying learned lighting concepts in a practical design.

Suggested Activities:

- Use Matt Kizer’s online lighting program to design a lighting plot for a selected scene.
- Present design choices to the class, explaining how color, angle, and intensity support the scene.

Advanced Challenge:

- Create two distinct lighting designs for the same scene with contrasting moods.

TEKS: (1)(B), (2)(A), (4)(A)

Week of April 20, 2026

Sound Design Basics

Focus: Understanding the role of the Sound Designer, types of microphones, and sound's function in theatre.

Suggested Activities:

- Identify types of microphones and their uses in theatre.
- Explore how sound establishes mood, location, and time period.
- Listen to and analyze sound cues from professional productions.

Advanced Challenge:

- Create a short sound cue sequence for a scene using sound editing software.

TEKS: (1)(B), (2)(A), (4)(A)

Week of April 27, 2026

Sound Effects & Foley Project

Focus: Creating original sound effects using foley techniques.

Suggested Activities:

- Learn and practice foley sound creation techniques.
- Record and edit sounds for timing and clarity.
- Project: Create the sound effects for a cartoon clip.

Advanced Challenge:

- Design a layered soundscape for a scene combining live and recorded foley effects.

TEKS: (1)(B), (2)(A), (4)(A)

Week of May 4, 2026

Stage Management & Portfolios

Focus: Understanding the Stage Manager's responsibilities and the role of a prompt book.

Suggested Activities:

- Learn communication methods (call sheets, rehearsal reports, cue calling).
- Create a mini prompt book for a scene, including blocking, cues, and notes.
- Update digital portfolio with lighting, sound, and stage management work.

Advanced Challenge:

- Shadow a current Stage Manager during a rehearsal and write a reflection on their process.

TEKS: (1)(B), (2)(B), (4)(A)

Week of May 11, 2026

Cumulative Year Review

Focus: Reviewing all major topics from the year.

Suggested Activities:

- Play team-based review games covering lighting, sound, props, costumes, and scenic design.
- Hands-on review stations: lighting instruments, sound editing, prop building, costume rendering.

Advanced Challenge:

- Create a quick “mini production plan” incorporating all areas learned this year.

TEKS: (1)(B), (2)(A), (4)(A)

Week of May 18, 2026

Final Exam

Focus: Summative assessment of technical theatre skills and knowledge.

Suggested Activities:

- Written test covering vocabulary, theory, and safety.
- Practical test: operate a light board, create a sound cue, identify stage areas, present a portfolio highlight.

TEKS: (1)(B), (2)(A), (3)(A), (4)(A)