

Technical Theatre III Syllabus

Course Description/Goals:

Technical Theatre III is an advanced course designed for students who have demonstrated proficiency in foundational and intermediate theatre production skills. This course emphasizes leadership, independent project development, and mastery of technical design and stagecraft. Students will take on significant responsibilities in managing and executing scenic, lighting, sound, costume, and makeup elements for productions. They will also explore advanced concepts in theatrical technology and design, including digital drafting, computerized lighting systems, and production budgeting. Participation in all Theatre Department productions is required, with students expected to serve as mentors and crew leaders to support and guide less experienced peers.

Course TEKS/Objectives:

The **Technical Theatre III TEKS (Texas Essential Knowledge and Skills)** are organized into the following reporting categories, each emphasizing a core area of theatre education: Foundations: Inquiry and Understanding, Creative Expression: Performance, Historical and Cultural Relevance and Critical Evaluation and Response. These categories work together to provide students a comprehensive introduction to the art of theatre and help them build the foundational skills needed for continued study and performance.

https://tea.texas.gov/system/files/Theatre_HighSchool_FirstDraft_June2012.pdf

Course Outline:

Semester 1	Semester 2
<ul style="list-style-type: none">-Demonstrate safe and effective use of tools, materials, and equipment in all tech areas (scenery, lighting, sound, costumes, makeup).-Demonstrate knowledge of theatre safety procedures in all technical	<ul style="list-style-type: none">-Apply design principles to create more detailed set, lighting, sound, costume, or makeup designs.-Participate in the creation, execution, and management of technical elements for performances.

areas.

- Explore new technologies in theatre production (e.g., digital audio systems, automated lighting, 3D design software).
- Study the basic roles and responsibilities in theatrical production teams (stage manager, crew heads, designers, etc.).
- Design and build scenic, lighting, costume, or sound elements.
- Participate in **run crew** or backstage operations during performances (set changes, board operation, etc.).
- Collaborate with directors, actors, and fellow technicians to bring a show from concept to reality.
- Learn to **read and interpret technical drawings**, ground plans, and lighting plots.

-Take on leadership or specialized crew roles such as **assistant stage manager, board operator, or lead crew chief**.

-Read and create more complex **draftings, lighting plots, cue sheets**, and design documentation.

Investigate influential designers, technicians, and innovations from various theatrical periods.

-Analyze how culture, time period, and social context influence design choices.

-Compare design aesthetics across genres, time periods, and cultures (e.g., Elizabethan, Kabuki, Modern realism).

-Evaluate design and technical aspects of performances using proper theatre vocabulary.

-Provide and respond to constructive peer critiques during the design and build process.

-Reflect on the effectiveness of technical choices and suggest improvements.

-Justify creative decisions using textual and directorial analysis.