

Technical Theatre III Syllabus

Course Description/Goals:

Technical Theatre IV is the highest-level course in the technical theatre sequence, designed for students with advanced skills and experience in theatre production. This course focuses on independent and collaborative leadership in all aspects of stagecraft, including advanced scenic design and construction, lighting and sound technology, costume design and management, and production coordination. Students will lead technical crews, oversee production schedules, and contribute to budgeting and resource management. They will also engage in portfolio development and explore career pathways in technical theatre. Active participation in all Theatre Department productions is required, with an emphasis on mentoring peers and managing complex production challenges.

Course TEKS/Objectives:

The **Technical Theatre IV 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.