

**SANTA CLARA COUNTY OFFICE OF EDUCATION
SANTA CLARA COUNTY REGIONAL OCCUPATIONAL PROGRAM-SOUTH
Serving the Santa Clara and San Benito Counties**

1. COURSE TITLE

Stagecraft Technology

2. CBEDS TITLE

Stage Technology

3. CBEDS NUMBER

5527

4. JOB TITLES

O*NET	TITLE
68005B	Make-up Artists
34035B	Sketch Artists
85599C	Sound Technician
34047F	Prompters
34056G	Stage, Film, Television and Radio Directors
34056K	Technical Director
34038C	Set Designer
34038C	Lighting Designer
34038C	Costume Designer

Entry-Level (After high school graduation)

Make-up Artists
Workers-Film Sets, Studios, and Stages
Microphone Boom Operator
Prop Attendants
Recording Studio Set-Up Workers

Technical Level (One or two years of postsecondary education)

Sketch Artists
Sound Engineering
Readers
Prompters

Professional Level (Four or more years of college or university education)

Set Designers
Technical Directors
Programming/Script Editors and Coordinators
Directors-Stage, Film, Television and Radio
Costumers and Wardrobe Specialists

5. COURSE DESCRIPTION

An instructional program that emphasizes the techniques and processes involved in stage management, prop construction, lighting, the setup and operation of sound systems, and the operation of projection equipment. The program develops basic construction techniques for stage property and scenery; affords practice in stage crew work, which includes the erection and striking of scenery; and provides an overview of related occupations in radio and television.

6. HOURS

Classroom Theory/Applied	245
Community Site/Coop Voc Ed	155
TOTAL HOURS	400

7. PREREQUISITES

Must be 16 years of age or older, a junior or senior in high school, an out-of-school youth, or an adult.

8. REVISION DATE

9. COURSE OUTLINE

A.

Class Hours	CC/CVE Hours	GENERAL WORKPLACE SKILLS	Standards
2	0	<ul style="list-style-type: none"> • Orientation to ROP - Meets expectations and follows all class rules and regulations of ROP <ol style="list-style-type: none"> 1. Understand ROP handbook/information 2. Understand program description, policies, and outlines 3. Demonstrate familiarity with course materials 4. Recall class/school procedures 5. Recall student/teacher expectations 6. Describe grading procedures 7. Tour the facility 8. Recall the dress code 9. Recall appropriate safety procedures and precautions 	
3	5	<ul style="list-style-type: none"> • Personal Skills - Demonstrates personal attitudes and work habits appropriate to Stagecraft Technology <ol style="list-style-type: none"> 1. Report to class/work regularly 2. Wear appropriate dress 3. Show willingness to learn 4. Demonstrate dependability and trustworthiness 5. Show initiative 6. Know when to ask for directions 7. Exhibit care in using materials and equipment 8. Willingly follow established policies and procedures 	CPS: Personal Skills SCANS: Personal Qualities
5	15	<ul style="list-style-type: none"> • Interpersonal Skills/Customer Service - Demonstrates interpersonal skills in relation to fellow classmates, employers, employees and customers <ol style="list-style-type: none"> 1. Accept suggestions and recommendations 2. Cooperate, show tact and courtesy 3. Demonstrate a professional attitude 4. Maintain confidentiality 5. Maintain positive working relationships with the employer and other employees 6. Understand workplace politics 	CPS: Interpersonal Skills SCANS: Interpersonal

<p>10</p>	<p>15</p>	<p>7. Demonstrate willingness to assist workers and customers 8. Demonstrate and understand work ethics 9. Assess needs and interests of customers 10. Maintain stability, tact, and diplomacy in dealing with customers</p> <ul style="list-style-type: none"> • Communication Skills - Demonstrates effective listening, speaking, reading and writing skills <ol style="list-style-type: none"> 1. Understand written and oral communications 2. Write standard business correspondence including reports, letters, memorandums, and electronic mail messages 3. Follow instructions 4. Express him/herself effectively 5. Demonstrate effective telephone techniques 6. Record and transmit messages accurately 7. Use communications equipment appropriately 8. Create and deliver effective, appropriate presentations 	<p>CPS: Communication Skills SCANS: Basic Skills SCANS: Information</p>
<p>5</p>	<p>5</p>	<ul style="list-style-type: none"> • Career Planning - Develops knowledge of appropriate career opportunities and resources <ol style="list-style-type: none"> 1. List career clusters 2. Identify resources for additional training 	<p>CPS: Employment Literacy</p>
<p>10</p>	<p>10</p>	<ul style="list-style-type: none"> • Job-Seeking Skills - Recalls and demonstrates techniques for job procurement and retention <ol style="list-style-type: none"> 1. Identify job sources <ol style="list-style-type: none"> a. Friends/relatives b. Newspaper c. Public/private agencies d. Walk-ins 2. Obtain, complete, and return job application 3. Prepare a resume 4. Write letters of application 5. Demonstrate interview skills <ol style="list-style-type: none"> a. Preparing for the interview/researching the employer b. Handling interview questions <ol style="list-style-type: none"> (1) Preparing answers to questions (2) Preparing questions to ask c. Suitable appearance/body language/attitude 6. Follow-up after an interview <ol style="list-style-type: none"> a. Write letters 	<p>CPS: Employment Literacy</p>

5	10	<ul style="list-style-type: none"> b. Telephone call 7. Demonstrate knowledge of techniques for getting a job 8. Demonstrate knowledge of procedures for handling job termination 9. Demonstrate pre-employment testing skills <ul style="list-style-type: none"> • All Aspects of the Industry- Understand the functions and social significance of future occupations. <ul style="list-style-type: none"> 1. Planning 2. Management 3. Finance 4. Technical and production skills 5. Underlying principles of technology 6. Labor issues 7. Community Issues 8. Health, safety, and environmental issues 	<p>CPS: Technology Literacy CPS: Occupational Safety SCANS: Resources SCANS: Systems</p>
---	----	---	---

Total Class Hours: 40	Total CC/CVE Hours: 60	Part 9A Total Hours: 100
---------------------------------	----------------------------------	------------------------------------

Sources:
 CPS - *Career Preparation Standards*. California Department of Education and WestEd
 SCANS - *What Work Requires of Schools: A SCANS Report of America 2000*.
 The Secretary's Commission on Achieving Necessary Skills, Publication of the US Dept. of Labor, June 1991.

B.

Class/Lab Hours	CC/CVE Hours	CONTENT AREA SKILLS	Standards
2	0	<p>I. Introduction to Stagecraft Technology - understand course expectations and student responsibilities.</p> <p>A. Course Objectives B. Course Requirements C. Grading D. Discipline</p>	
8	0	<p>II. History of Stagecraft - Build a foundation for the knowledge and skills to be developed in the study of Stagecraft Technology.</p> <p>A. Oral Tradition B. Origin of Theater 1. Oriental Staging 2. Greek Staging 3. Early Traveling Troops a. Europe b. American C. Development of Terminology</p>	
10	0	<p>III. Safety - Check for safety in a work area and addresses any problems with appropriate solutions.</p> <p>A. General Safety Practices B. Lighting C. Sound D. Set Construction E. Costume Design F. Make-up and Chemicals</p>	<p><i>CDE IT/Fundamentals of Construction Technology</i> Standard 101: Personal Safety Standard 102: Work-Site Safety Standard 103: Ladder and Scaffold Safety</p>
10	10	<p>IV. Production Personnel and Responsibilities - Assume responsibilities of one or many of the professionals of the theatre, but understand the duties of each.</p> <p>A. Producer 1. Marketing and Accounting 2. Front of the House Staff 3. Protocol B. Director C. Stage Manager D. Scenic Designer E. Lighting Designer F. Sound Designer G. Costume Designer</p>	<p>CDE VPA 2 - <i>Creative Expressions: Creating, performing, and participating in a given art.</i></p> <p>CDE VPA 5 - <i>Connection, Relations, and Application: Connecting and applying what is learned in a given art form to learning in other art forms,</i></p>

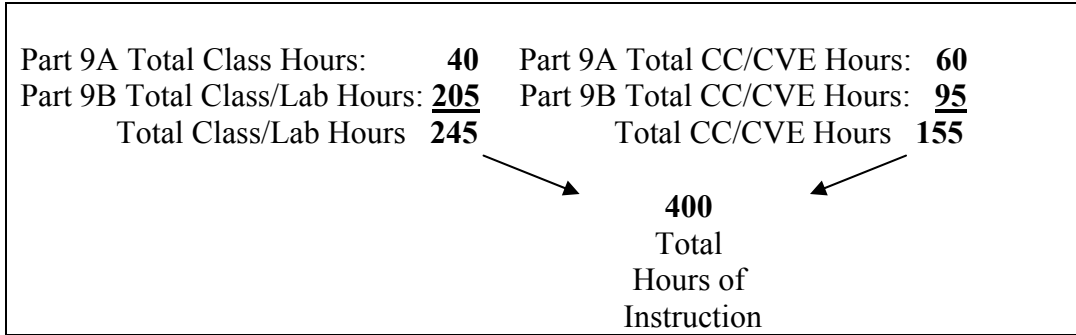
15/10	15	<p>H. Make-up Designer I. Special Effects Designer J. Stage Crew</p> <p>V. Production Planning and Implementation - Select a production based on community audience, analyze a script, participate in production meetings, meet deadlines, exchange ideas, plan a budget, dress appropriately and advertise.</p> <p>A. Selection of Production B. Script Analysis</p> <ol style="list-style-type: none"> 1. Lighting 2. Sound 3. Costumes 4. Sets 5. Make-up 6. Properties 7. Production Staff <p>C. Production Staff Assignments D. Production Schedule Development</p> <ol style="list-style-type: none"> 1. Components 2. Deadlines 3. Staff Meetings <p>E. Production Considerations</p> <ol style="list-style-type: none"> 1. Facility <ol style="list-style-type: none"> a. Scheduling b. Cost 2. Materials and Vendors <ol style="list-style-type: none"> a. Rental b. Purchase c. Construction 3. Personnel <ol style="list-style-type: none"> a. Dress b. Responsibility 4. Royalties 5. Marketing <ol style="list-style-type: none"> a. Posters b. Programs c. Advertising 6. Hospitality and Miscellaneous 	<p>subject areas, and careers.</p> <p>CDE VPA 3 - <i>Historical and Cultural Context</i>: Understanding historical contributions and cultural dimensions of a given art.</p> <p>CDE VPA 5 - <i>Connection, Relations, and Application</i></p> <p><i>CDE IT/Introduction to Technology Standards</i>: Core Standard 1 Core Standard 3 Core Standard 4</p>
10	5	<p>VI. Production StoryBoard - Break down a script into manageable parts and plan for changes to the stage and actors during the run of a show.</p> <p>A. Acts B. Scenes</p>	<p>CDE VPA 5 - <i>Connection, Relations, and Application</i></p>

25/10	20	<p>C. Set Changes D. Lighting Changes E. Costuming Changes F. Sound Comments G. Make-up Comments</p> <p>VII. Production Sets - Design, construct, maneuver, and strike a full production set.</p> <p>A. Design</p> <ol style="list-style-type: none"> 1. Scale <ol style="list-style-type: none"> a. Manual Measurements b. Computerized Applications 2. Perspective 3. Color 4. Texture 5. Views 6. Materials 7. Structural Demands <ol style="list-style-type: none"> a. Load b. Stress c. Changing Requirements <p>B. Construction</p> <ol style="list-style-type: none"> 1. Equipment Operation <ol style="list-style-type: none"> a. Hand Tools b. Power Tools 2. Materials 3. Techniques <ol style="list-style-type: none"> a. Joining b. Fasteners c. Storage d. Set-up ease e. Movement <p>C. Properties</p> <ol style="list-style-type: none"> 1. Set Props 2. Hand Props <p>D. Load In E. Strike</p>	<p><i>CDE IT/Fundamentals of Construction Technology</i> Building Construction Standard 106: Site Preparation Standard 108: Framing Standard 109: Interior Finish</p> <p><i>CDE VPA 1 - Artistic Perception:</i> Processing, analyzing, and responding to sensory information through the language and skills unique to a given art.</p> <p><i>CDE VPA 2 - Creative Expressions</i></p> <p><i>CDE VPA 5 - Connection, Relations, and Application</i></p> <p><i>CDE IT/Fundamentals of Construction Technology</i> Basic Skills Standard 104: Construction Mathematics Basic Skills Standard 105: Communication Skills</p>
20L	10	<p>VIII. Lighting - Design a lighting plot; hang, patch and focus instruments; and run a light board.</p> <p>A. Basic Electrical Theory B. Fundamentals of Lighting</p> <ol style="list-style-type: none"> 1. Elements of Lighting 2. Color <ol style="list-style-type: none"> a. Complimentary and Secondary Color Schemes 	

		<ul style="list-style-type: none"> b. Additive Filtration c. Subtractive Filtration 3. Intensity and Dimming 4. Modeling 5. Mood C. Equipment <ul style="list-style-type: none"> 1. Hanging 2. Focusing 3. Controlling D. Operation <p>IX. Sound - Compose a sound track and run a soundboard.</p> <ul style="list-style-type: none"> A. Basic Sound Theory B. Elements of Sound Design <ul style="list-style-type: none"> 1. Special Effects C. Placement D. Script E. Music <ul style="list-style-type: none"> 1. Appropriate to Production 2. Appropriate to Scene 3. Appropriate to Mood F. Mood <ul style="list-style-type: none"> 1. Appropriate to Production 2. Appropriate to Scene 3. Appropriate to Mood G. Equipment <ul style="list-style-type: none"> 1. Recording/Playback Equipment 2. Microphones 3. Speakers 4. Mixers 5. Signal Processors 6. Amplifiers H. Operation 	
10/10	10	<p>IX. Sound - Compose a sound track and run a soundboard.</p> <ul style="list-style-type: none"> A. Basic Sound Theory B. Elements of Sound Design <ul style="list-style-type: none"> 1. Special Effects C. Placement D. Script E. Music <ul style="list-style-type: none"> 1. Appropriate to Production 2. Appropriate to Scene 3. Appropriate to Mood F. Mood <ul style="list-style-type: none"> 1. Appropriate to Production 2. Appropriate to Scene 3. Appropriate to Mood G. Equipment <ul style="list-style-type: none"> 1. Recording/Playback Equipment 2. Microphones 3. Speakers 4. Mixers 5. Signal Processors 6. Amplifiers H. Operation 	
30/10	10	<p>X. Costuming - Design, cut, construct, fit, and repair one or many costumes.</p> <ul style="list-style-type: none"> A. Design <ul style="list-style-type: none"> 1. Era 2. Mood 3. Scene 4. Functionality 5. Color/Texture/Fabric B. Construction <ul style="list-style-type: none"> 1. Materials 2. Measurements 	<p>CDE VPA 1 - Artistic Perception</p> <p>CDE VPA 2 - Creative Expression</p>

<p>10/5</p>	<p>10</p>	<p>3. Methods C. Maintenance 1. Care 2. Immediate Repair 3. Storage</p> <p>XI. Make-up - Design make-up sketches and apply makeup to actors. A. Design 1. Era 2. Mood 3. Scene 4. Functionality 5. Special Effects B. Application and Removal 1. Products 2. Methods 3. Safety a. Allergic Reactions b. Chemical c. Biological Contamination</p>	<p>CDE VPA 5 - Connection, Relations, and Application</p>
<p>5</p>	<p>5</p>	<p>XII. Staging Production Control - Run a full-scale show with cues, set changes, costume changes and props following the appropriate protocol and chain of command. A. Timing B. Sequence C. Cues D. Set-Changes E. Communication Protocol F. Chain of Command</p>	<p>CDE VPA 5 - Connection, Relations, and Application</p>
<p>5</p>	<p>0</p>	<p>XIII. Job Search - Produce a resume and cover letter; practice applying and interviewing; become familiar with the job market and if desired apply for internships. A. Resume B. Application C. Interview D. Retention Skills</p>	<p>CPS: Employment Literacy</p>

<p>Total Class Hours: 140 Total Lab Hours: 65 Total 205</p>	<p>Total CC/CVE Hours: 95</p>	<p>Part 9B Total Hours: 300</p>
--	--------------------------------------	--



Sources:

CDE IT - California Department of Education. *Industrial and Technology Education: Career Path Guide and Model Curriculum Standards*, 1996.

CDE VPA - California Department of Education. *Challenge Standards for Student Success, Visual and Performing Arts*, 1998.

CPS - *Career Preparation Standards*. California Department of Education and WestEd

C. Expected Student Proficiencies:

<p>CAREER PREPARATION AND WORK READINESS</p> <ul style="list-style-type: none"> 1.1 Attendance 1.2 Dependability 1.3 Teamwork 1.4 Cooperation 1.5 Problem Solutions 1.6 Communication Skills <p>SAFETY SOLUTIONS</p> <ul style="list-style-type: none"> 2.1 Uses tools safely and correctly 2.2 Uses appropriate call signs/signals/responses 2.3 Considers the safety of self and others in all actions 2.4 Is able to accurately review/check a theatre space for safety <p>PERFORM DUTIES AS A THEATRE PROFESSIONAL</p> <ul style="list-style-type: none"> 3.1 Develop and work under a performance budget 3.2 Box Office Management 3.3 Technical Direction 3.4 Publicity/Advertising 3.5 Language proficient for all positions 	<p>PRODUCTION DESIGN</p> <ul style="list-style-type: none"> 4.1 Design a set 4.2 Design a lighting plot 4.3 Design costumes 4.4 Design a sound tract 4.5 Design make-up sketches 4.6 Design a props chart 4.7 Design a cue list 4.8 Design appropriate rehearsal materials (sign-in sheet, schedule, etc.) <p>TECHNICAL ELEMENTS OF CONSTRUCTION</p> <ul style="list-style-type: none"> 5.1 Construct a set 5.2 Hang, patch and focus a lighting plot; run a light board 5.3 Construct a costume 5.4 Compose a sound tract; run a sound board 5.5 Apply make-up for production 5.6 Run props for a production 5.7 Call cues for a production 5.8 Run rehearsals (regular, tech, tech/dress) 5.9 Run a full scale production
---	--

10. ADDITIONAL RECOMMENDED/OPTIONAL ITEMS

- A. Articulation:**
- B. Academic credit:**
- C. Instructional Strategies:**
- D. Instructional Materials:**
- E. Certificates other than for ROP:**