# **Professional Theatre Beginning**

### **COURSE SYLLABUS**

2023-2024

# INSTRUCTOR: Ms. Candida Celaya

ROOM: 37

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## COURSE DESCRIPTION:

**Description of Course** - This course will introduce students to the fundamentals of acting as an art form. Students will be provided with a common core of knowledge of theatre vocabulary, individual and group pantomime, improvisation, and theatrical organization.

This course will also introduce theatre history and its cultural perspective through plays and performances. This course is aligned with the State of California Visual and Performing Art Standards.

Rationale for Course - Throughout history, artists in every culture and society have created theatre to communicate ideas, customs, traditions and beliefs. The value of instruction and exposure to the art of theatre and drama is immeasurable in the humanizing process.

**CLASSROOM EXPECTATIONS:** 

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Routines	Be Respectful Be Responsible	Be Involved		
Enter	/Fvit			

- Be on time. Every day.
- When the first bell rings, all students should be lined up, single file, against the wall by the door, away from the middle of the hallway.
- Quiet when coming/going during instructional time (RR, office)

- Place all cell phones in backpack
- Remove all backpacks and place them against the cupboard/whiteboard wall
- Sit at your assigned computer.
- Check daily agenda
- Sign in/out for bathroom pass (limited to 4 minutes)

- Setup notebook and/or computer for daily task
- Pick up trash around your desk
- Remain seated until you are dismissed.
- Clean workspace before leaving

Direct Instruction	<ul><li>Follow Directions</li><li>Focus on instruction</li></ul>	<ul> <li>Stay on task by taking notes</li> <li>Complete and turn in all assignments by the due date.</li> <li>Cell phones not allowed</li> </ul>	<ul> <li>Raise hand to         contribute/seek         clarification</li> <li>Be ready to         answer         when called upon</li> </ul>
Individual Work	<ul> <li>Stay seated at your desk</li> <li>Stay on task and complete assignments</li> <li>Use computers and equipment appropriately</li> <li>Allow others to learn</li> <li>Talk quietly as not to disrupt others</li> </ul>		<ul> <li>Ask questions if you are confused</li> <li>Offer to assist others if you've completed your assignment (with teacher's permission).</li> </ul>
Group Work	<ul> <li>Be understanding of differing</li> <li>Stay on task</li> <li>Use computers and equipment</li> </ul>		• Contribute  positively toward  your group's goal

NO FOOD OR DRINKS ALLOWED in the computer lab. Water is allowed, but not near the computers!

# **Cell Phone Policy:**

NO CELL PHONES ALLOWED and MUST REMAIN in YOUR BACKPACK during class.

Consequences if caught using your cell:

- 1st Time: Warning (unless you are violating policy daily/frequently, then 3rd time consequence will be enacted)
- 2nd Time: Phone will be collected by the teacher and will not be returned to the student until the END of school day.

• 3rd Time: Parents will be called AND phone will be sent to Administration.

This policy ALSO APPLIES to ear buds, headphones, and any electronic device not used for the purpose of this class.

#### Tardies:

Students will be referred to detention after the third, unexcused tardy.

Detention will be served in my classroom (room 37), after school, right after 6th period.

- If a student is assigned detention, it will be served within one week of assignment.
- If a student DOES NOT report to detention, they will be referred to after school detention from 3:22 pm 4:30 pm in room 59.
  - If a student does not report to after school detention, they will be sent to Administration for further action.

# Grading:

Assignments will be graded by points and weighted in the appropriate category.

Assignments = 55% of total grade Participation = 25% Digital Portfolio = 20%

A= 90-100%

B= 80-89%

C= 70-79%

D=60-69%

F=50-59%

# **VERY IMPORTANT!!!**

# Mandatory Extracurricular Hours:

Students in theatre courses are expected to spend a minimum of **30 hours** outside of class participating in productions and workshops.

### SUGGESTIONS FOR SUCCESS:

- 1. Actively contribute to the fun and professional learning environment.
- 2. Create your visual perception in detail.
- 3. Explore the design programs and discover your own techniques and capabilities.
- 4. Problem solving is the ultimate way to learn. Try to solve your own problems before relying on others to help.
- 5. With computers..."HOVER to DISCOVER" when you are not sure what a certain tab is.
- 6. It's OK to make mistakes.