Jaclyn Marta

Independent Study

*Proof*

- Introduction: *Proof* is a play that doesn't necessarily need much apart from actors and some chairs. However, you could easily do a more intense tech design, with the design elements contributing to the confusing mental abilities of Catherine and Robert. Either of those would make sense and could easily produce a quality production. Students will be paired up in groups of two and they will be in an either pro-design or non-design group. They will brainstorm ideas as to why their side is better/ why they should have their group. Students will present their idea and the class will finish with a vote of which side they chose.

- Standards

-Explain the choice of support tools/design elements (props, costumes, lights, sound, make-up, sets) used to support a drama.

- Opening (5 min) \*Lesson to be done after students have finished play\*

- Students will be asked on type of design elements, teacher will write them on the board.

- Students will be handed a worksheet that says either a detailed tech design or no tech design at all

- Students will pair up with someone else that has the same POV and will have to come up with ideas as to why their side should be supported. Each group is expected to write at least 1 paragraph worth of info

- Think-Pair-Share (20 min)

- Students will work on assignment with partner

- Teacher will walk around classroom supporting conversation and making sure students stay on task

- Presentation (25 min)

- Each group will stand up and present why the rest of the class should support their idea

- Students will be able to ask questions to try and support their own term

- Class will then take place in silent poll to see which side won

-Explain the choice of support tools/design elements (props, costumes, lights, sound, make-up, sets) used to support a drama.

- Students will have to present a case for what god tech design can or cannot do in a production. They will then present their case to the class as a whole , that way all the class can hear the good and bad of tech design and decide what their opinion is of it.