

<b>Haunted House Unit</b>	
<b>Subject:</b> Drama 10	<b>Duration:</b> 13 Classes (1 hour 20 minutes to 1 hour)
<b>Teacher:</b> Taylor Fornwald <b>Teacher Mentor:</b> David Mikuliak	<b>Grade Level:</b> Grade 10
<b>Curricular Outcomes</b>	<ol style="list-style-type: none"> <li>1. Use warmup techniques for preparation of body, voice, and mind.</li> <li>2. Demonstrate the ability to be still.</li> <li>3. Maintain concentration during exercises.</li> <li>4. Demonstrate heightened sensory awareness.</li> <li>5. Create experiences through imaging, visualizing, and fantasizing.</li> <li>17. Demonstrate the ability to accept, advance, offer or block thoughts and action quickly and effectively.</li> <li>23. Use varied stimuli for character development.</li> <li>24. Select and use vocal techniques appropriate to a character.</li> <li>25. Select and use language appropriate to character situation.</li> <li>26. Use body language to add physical dimension and depth to a character.</li> <li>27. Demonstrate economy in movement and speech by making appropriate selections.</li> <li>32. Sustain a character throughout a scene or exercise.</li> </ol>

<b>Haunted Character Unit Timeline</b>				
<b>Day</b>	<b>Time</b>	<b>Focus</b>	<b>Handouts/Supplies</b>	<b>Assessments</b> <b>S = Summative</b> <b>F = Formative</b>
Tuesday, Oct. 13	1 hr. 20 min.	<b>Goal:</b> Basics of Improv. <b>Lesson:</b> Activities to do with Improv. key terms: Offer, Accepting, Blocking, and wimping. (All in One Voice, Gibberish Circle, Presents, What are you doing?, Cooperation Scene, Three Things)	- Write Improv. terms on board.	- Understanding of Offer, Accepting, Blocking, and Wimping (F)
Wednesday, Oct. 14	1 hr. 20 min.	<b>Goal:</b> Platform <b>Lesson:</b> How to establish a platform (Story Die!, What Comes Next?, Blind Offers, Freeze, In A With A While A, My Movie)	- Platform written on board	
Thursday, Oct. 15	1 hr. 20 min.	<b>Goal:</b> Improv. Distracters <b>Lesson:</b> Sidetracking, Overloading, and Gagging. (Word at a Time, Space Jump, Do You Remember When?, Survivor, Scene Starts, 4-Line Story)	- Write Improv. terms on board	- Do Participation Checklist (F)

Friday, Oct. 16	1 hour.	<b>Goal:</b> Fun Improv. Games <b>Lesson:</b> Journal entry, Scenes from a hat.	- Laptops	- Reflection #4 (S)
Monday, Oct. 19	1 hr. 20 min.	<b>Goal:</b> Creating Character <b>Lesson:</b> Assassin, 3 Things, Halftime, Moving People, Party Guests		- Participation Checklist Own (F)
Tuesday, Oct. 20	1 hr. 20 min.	<b>Goal:</b> Creating Character with Costume Prompts <b>Lesson:</b> Grab My Attention, Emotional Props, Propped up Characters, Nouns, Bus Stop, Haunted House Sign Up	- Haunted House Availability Sign Up Sheet	
Wednesday Oct. 21	1 hr. 20 min.	<b>Goal:</b> Haunted Character <b>Lesson:</b> Splat, Freeze, Character Music, Character Props, Character Prop and Music, Bus Stop in Character	- Haunted House Schedule Done - Costume Object from Designer	
Thursday Oct. 22	1 hr. 20 min.	<b>Goal:</b> Haunted Character Created <b>Lesson:</b> Freeze in character, Face Shape Move Talk, Character Music, Character Scenes, Create Rubric Together		
Monday Oct. 26	1 hr. 20 min.	<b>Goal:</b> Rehears and create <b>Lesson:</b> Split into to groups and rehears characters, Help Tech class out with building and finishing their costumes.	- Have Rubric Done	
Tuesday Oct. 27	1 hr. 20 min.	<b>Goal:</b> Create Costumes/Help with Haunted House <b>Lesson:</b> Help Tech class out with building and finishing their costumes.		- Participation Checklist (S)
Wednesday Oct. 28	1 hr. 20 min.	<b>Goal:</b> Run Through Haunted House <b>Lesson:</b> Warm up and do run of haunted house with people they will work with.		
Thursday Oct. 29	1 hr. 20 min.	<b>Goal:</b> Students do Haunted House when signed up for it		- Haunted House Performance (S)
Friday Oct. 30	1 hour	<b>Goal:</b> Students do Haunted House when signed up for it		- Haunted House Performance (S)