

## Haunted House Unit

**Subject:** Technical Theatre

**Duration:** 6 Classes  
(1 hour 20 minutes to 1 hour)

**Teacher:** Taylor Fornwald  
**Teacher Mentor:** Sharon Peat

**Grade Level:** Grade 10-12

### Curricular Outcomes

#### Costumes:

11. Select and work with a variety of costume materials; eg. Paper, old clothing, garbage bags, fabric, foam, etc.
12. Demonstrate skill in the use of appropriate tools; eg. Sewing machine, glue gun, steam iron, staple gun.
13. Demonstrate basic skills of costume construction; eg. Taking measurements, cutting, draping, assembling, fitting and finishing.
14. Understand that materials can be substituted inexpensively to create certain effects.

#### Lighting:

15. Create special effects with lights.
17. Recognize the relationship of lighting design to the style of the production.
20. Understand how design possibilities are limited by safety, budget, equipment, facility, personnel and time.
21. Understand how manipulation of colour, intensity, and placement achieves balance, variety, and focus.

#### Management (Business):

4. Recognize the importance of effective publicity techniques/procedures.
5. Demonstrate understanding of appropriate audience development techniques.
6. Perform appropriate business management duties for a specific project.

#### Management (Stage):

5. Demonstrate understanding of the need for continuous communication between the stage manager and technical crews during performances.
6. Use appropriate techniques of people management and proper channels of authority.
11. Perform appropriate stage management duties for a specific project.

#### Props:

12. Select and work with a variety of appropriate construction materials.
13. Demonstrate basic construction skills eg. Measuring, squaring, cutting, nailing, and gluing.
14. Demonstrate techniques of property decoration.

#### Set:

12. Demonstrate skill in operating appropriate tools.
13. Select and work with a variety of appropriate construction materials.
14. Demonstrate basic construction skills eg. Measuring, squaring, cutting, nailing, and gluing.
25. Sketch a variety of design ideas.

#### Sound:

12. Demonstrate basic splicing techniques.
14. Create mood through sound
22. Research and create a "sound" tape for use in a specific project.

### Haunted House Unit Timeline

Day	Time	Focus	Handouts/Supplies	Assessments S = Summative F = Formative
Tuesday, Oct. 13	1 hr. 20 min.	<b>Goal:</b> Story Created <b>Lesson:</b> Breakdown of project, sign up for job, Tech crew write story/Manag. Crew date picked and advertise figure, Bring ideas together as class. (Tech. jobs sign-up passed around)	- 1-3 Laptops - Haunted House Project - Tech. Jobs Sign up	- Haunted House Story (F) - Date Picked (S)
Thursday, Oct. 15	1 hr. 20 min.	<b>Goal:</b> Preliminary Research <b>Lesson:</b> Do research for required jobs, groups meet and chat about progress/jobs for next class.	- Computer Lab	- Preliminary Research (F) - Jobs Checklist Created (S) - Advertisement Plan (S)
Tuesday, Oct. 20	1 hr. 20 min.	<b>Goal:</b> Finish Research/ Plots, Poster <b>Lesson:</b> Do research and plots for design, poster is finished and advertising starts., Groups meet and chat about progress/jobs for next class.	- Computer Lab or Laptops	- Design Plots (F) - Research (S) - Poster (S) - Jobs Checklist/Daily Report (F)
Thursday, Oct. 22	1 hour.	<b>Goal:</b> Start Building <b>Lesson:</b> Designers create supply lists, Management Okay supplies, Start assembling.	- Laptops	- Design Plots (S) - Supply Lists (S) - Supplies for next day (F) - Jobs Checklist/Daily Report (F)
Tuesday, Oct. 27	1 hr. 20 min.	<b>Goal:</b> Building/Advertising Check in <b>Lesson:</b> Designers building, Management Checking in and helping, Advertising check in, Mange. Working Schedule Ask. (Supplies bought by myself and students?)	- Laptops - Supplies Bought	- Advertising Check in (F) - Jobs Checklist/Daily Report (F) - Working Schedule Template (F) - Budget Check in (F)
Thursday Oct. 29	1 hr. 20 min.	<b>Goal:</b> Building/Budget Check in <b>Lesson:</b> Designers building, Management Checking in and helping, Instructions given for Gr. 10 to help with	- Laptops - Supplies	- Budget (S) - Jobs Checklist/Daily Report (F)

Thursday Oct. 29	1 hr. 20 min.	<b>Goal:</b> Building/Budget Check in <b>Lesson:</b> Designers building, Management Checking in and helping, Instructions given for Gr. 10 to help with assembly, Manage. Working Schedule Created.	- Laptops - Supplies	- Budget (S) - Jobs Checklist/Daily Report (F) - Ground Plan (S) - Working Haunted House Schedule (S)
Friday Oct. 30	1 hr.	<b>Goal:</b> Haunted House Complete <b>Lesson:</b> Building of Haunted House Completed.	- All supplies needed.	- Management Checklist & Daily Reports (S) - Advertising Plan (S) - Costume Design (S) - Set Design (S) - Sound Design (S) - Set/Props Design (S) - Light Design (S)

**Management Team (2 people)**

You will be in charge of making sure all aspects of Haunted House run smoothly and all jobs get completed on time.

**Advertisement Plan (5%):** You will create a detailed plan of how you will get people to come to our Haunted House by advertising in a variety of ways (Poster, Social Media, Word of Mouth, etc.). Who is your audience? Will it cost money? What days and times will the Haunted House take place?

**Budget Plan (2%):** You will create a budget plan of how the \$100 allotted to this project will be distributed where needed and helping designers come up with cost effective solutions to their designs

**Show Organization (8%):** You will create a checklist based on the timeline given for this project of jobs needed to be completed by each students by the end of the class. This will be filled out on a daily basis and handed to me at the end of the project. You will also keep notes of each class of tasks that need to be added, help with any aspects of Haunted House that need help, and creating a schedule of working the door for the Haunted House.

### **Costume Design (2 people)**

You will be in charge of planning the costumes for all the characters needed for the Haunted House which will be my **26 Grade 10** Drama students.

**Research (5%):** You will research cost effective ways to make costumes. You will then compile images or sketches of ideas and list of supplies you will need to make costumes.

**Costume Plot (2%):** You will create a list of characters and what each character will be wearing into a chart that will be given to the Management Team to keep track of all your costume details.

**Costume Build (3%):** You will build the costumes for the Haunted House. This could consist of you building or building the "skeleton" of each costumes along with instructions of how each character can then finish assembling it themselves. This may also mean asking the characters to provide parts of their own costume if needed.

### **Lighting Design (1 person)**

This person will be in charge of all the lighting effects needed for the Haunted House.

**Research (5%):** You will research different light effects you would like to use and how you could create these effects. You will then compile images of lighting effects and a supply list needed for your lights.

**Lighting Plot (3%):** You will compile all your lighting effects and cues into a table complete with list of supplies needed to create each lighting effects to be given to Management Team to keep track of all your lighting details.

**Light Set-up (2%):** You will be in charge of setting up all the lights for the Haunted House.

### **Sound Design (1 person)**

This person will be in charge of all the sound effects needed for the Haunted House.

**Research (2%):** You will research different sound effects that might work for show. Compile a list of your ideas.

**Sound Plot (3%):** You will compile all your sound effects and cues into a table complete with list of supplies needed to have each sound effect be heard to be given to Management Team to keep track of all your sound details.

**Sound Create/Set-up (5%):** You will use software of your choosing to create and mix the various sound effects and sound scapes needed for the Haunted House. You will then set-up any speakers and tech. needed for sound to play during Haunted House.

### **Set/Props Design (4 people)**

You will be in charge of creating all set and props needed for the Haunted House.

**Research (3%):** You will research different ideas of looks you want for the Haunted House and supplies you would need. You would then compile images or sketches of ideas and a supply list needed to create set and props.

**Ground Plan (2%):** You will work together to solidify your design and create a drawing of where all set and props will be placed within the haunted house along with details of how to construct and the supplies needed for each item. These instructions and supply list will be given to Management Team.

**Haunted House Build (5%):** You will work together to build the set and props and then compile it together to make the Haunted House.

### **Haunted House Assessments (20%)**

**Group Work (10%):** Most of your grade will be the assignments outlined above you work on and complete with your group and you will all receive the same mark for.

**Group Mark (4% ):** At the end of the project each of your group members will assess you based on your contributions to the group, doing your jobs, and coming prepared to work with required materials every class.

**Keep up with Deadline (4% ):** At the end of the project I will take in the Jobs Checklist the Management Team completes after every class to see that you kept up with your required tasks and on time.

**Haunted House Evaluation (2%):** After the project is complete you will do an evaluation outlining how you felt the project went, what you learned from the process, improvements of yourself, your team, or others that could of made the Haunted House better, and any feedback you have for me.

\*Details of all assessments will be posted on Moodle over the process of the project.