

# 6 Principles Lesson Plans

**Objective** – to show students the importance of being a theatre technician through group and crew activities.

**Time frame:** 5 to 7 – 50 Minute Periods

Each Principle has an activity that goes along with it. Start by showing the principle on the Powerpoint have the students define the words on the 6 principles worksheet. Go over words and help understand definitions you want or definitions that fit for tech theatre better.

Day 1: Go over Theatre Hierarchy, Crews and the importance of being in a crew. Divide students into crews of about 4 students. Have them come up with a crew name.  
*(This day is optional other than dividing them into crews)*

Day 2: Principle 1 – Activity following the directors Vision. The crew picks a crew head this person acts as director. Using some type of building material (*Playdoh, Legos, Clay, etc*) The remaining crew members must build what the director wants (or their vision) The director can not help in anyway other than giving instructions. Once the director is happy pick a new director and then start again, until the end of the allotted time.

Day 3: Principle 2: Using a paper plate, toothpicks and glue the crew must build a 1 to 2 inch (depending on time and

materials) tower out of toothpicks that will be able to hold there egg(Actor) for the longest amount of time. Typically points are given for the fasted build time and the longest hold time. The tower can not be stuck to the egg (actor) or to the plate (Stage)

Day 4: Principle 3: Using 100 piece puzzles the crew must put a puzzle together one piece at a time taking turns putting the pieces in. Crew member 1 can't put in another piece until every other crew member has. The first team done wins. If time allows do second round allowing teams to just put together puzzle as fast as possible.

Day 5: Principle 4: Using coloring sheets students have to do their best job on color in the coloring sheet. Have them hang finished work with the rest of the crew and have teachers vote on most complete and creative to determine winner. (depending on class the coloring sheet could be taken for homework)

Day 6: Principle 5 and 6: These can be split. For 5 have students write a letter to any adult in the building. This is to be done anonymously. The idea is they write the letter to someone who influenced them in some way letting that person know how they influenced the student. Since they can't sign it or be overly obvious who they are in the letter the idea is that they will bring joy to someone with out getting credit for it.

For 6 us some type of peer or group and self eval. There are some questions that could be used at the end of the powerpoint. This can be given as homework.

Day 7 : Quiz: This quiz is really easy and should be the same way for the students. It also shouldn't take that long. This quiz can sometimes show students that a Tech Theatre Class is not the Easy A they thought it was.