

August 23 (Mon.) T day

- Silently line up in hall by your middle name – sit in classroom in this order
- Thanks for help at car wash
- Car washes –Aug. 28 (Labor day weekend)
- Auditions TODAY for Urinetown & crew signups
- Handout: Accepting Criticism – due Tuesday!
- Handout on “how to audition”
- Advice about auditioning – read script, have idea about the characters, project, listen to any directions director gives, listen and react when auditioning, take risks, be aware that behavior during auditions can be a factor
- Fund raiser presentation?

August 24 (Tues) B day

- Car wash – Aug 28
- Auditions for OOAs today & crew signups
- Back to School Night Thursday! 6:30 p.m.
- Callbacks – advice to those called back for Urinetown
- Go over answers and then collect “Accepting Criticism” handout
- Preference duet scene partners – pick someone with a similar commitment
- Next class period we will begin to read and select scenes – if students have a play or scene they would like to consider for performance – bring script, scene, etc. to class
- Warm-ups: I like people who . . . (see games document for description)
- If time: Warm-ups: Person to person & “Honey, I love you, will you please, please smile?”
- **TERMS – G.O.T.E.E.** (goal, obstacle, tactics, expectation, environment) write on board – from Cohen Book *Acting One* - I use the analogy of a football game to explain these terms – What is the team goal? What are the individual goals? The tactics have to change moment by moment as the play progresses to adjust to the **obstacles**. **Environment** affects the game (hot, cold, rain, mud). If the team record is poor, they may not **expect** to win and the way the play the game is affected. If they are playing the championship game the **stakes are very high** and they may play harder.
- **Red light /green light game -**
 1. need candy prizes – divide into two teams, assign partners between opposing teams – teams take turns playing, when one team member is playing – the other is the “silent observer” after each game, observer makes a comment on how their partner played the game. Explain the game – one person is the stoplight – others try to be the first to reach the stoplight. Stoplight calls “green light” with back turned to other players, then calls “red light” and turns around. Anyone the stoplight see moving may be sent back to starting line. Each team will play four times. (first: regular game; second: add prizes; third: add concrete obstacle course; fourth: player must add internal obstacle). The first time you play the game ask players “what is your **goal**?” Then when the first game is ended ask the observers to comment on how the person they observed played the game - What were their **tactics**, how much did they want to win?. Second time you play the game – add prizes – whoever wins will receive a prize (i.e. candy bar). Ask observers if their observed student played the game harder? Were the stakes higher? Was it more interesting to watch? Third time you play the game add concrete obstacles (keep the prizes) – chairs, platforms, ladders, other people –

whatever is handy. Ask observers- if adding obstacles changed the game? In what way? Was it more interesting to watch? Why? (stage picture changed – people lower, jumping, sliding, on top of chairs, etc. The third time the players have to add a psychological or emotional obstacle (phobia, in love with the spotlight, obsessive, hate, etc.)

2. Goal (objective/action/want/need)
 3. Tactics strategies for achieving goal
 4. Raise stakes: fight hard for the goal - life and death!
 5. Obstacles: concrete or internal obstacles that prevent easily reaching goal
 6. Expectation – what are expectations for reaching goal
 7. Environment – surroundings
- IF TIME: circle game: “look, step, reach, grab, look, discard
 - Make sure students have a goal to motivate why they are “grabbing” for whatever object they have created – make sure students know “where” they are (this can be played a second time and have students insert obstacle & tactics between reach and grab)

August 26 (Thurs) B day

- Car wash – Aug. 28
- Back to School Night tonight! 6:30 p.m.
- Hand out note cards & “Handling Rejection” hand-out as students walk in room.
- Fill out information cards: on board write information required: date of birth, graduation year, name, address, parent’s name(s), student cell phone, home phone, parent cell, parent occupation(s), schedule [include block, class, teacher]
- **HANDOUTS** - “Handling Rejection” & “Casting Etiquette” - read silently as soon as you’ve filled out the note card with information
- DISCUSS hand-out on rejection:
 - What does it mean to “pay your dues?”
 - How do you “take stock of yourself?”
 - Describe a time you were rejected & how you got over it.
 - Describe a time you were accepted & how it made you feel
- Congrats on casting & crew heads – sign up for crews!
- **Crown Jewels Game** exercise (goals, tactics, obstacles)
- **NEW TERMS: C.R.O.W. (character, relationship, objective, where)**
- Circle freeze – establish CROW right away
- IF TIME: Clap, Yah, & Go Tag, Numbers warm-up games
- Announce duet scene partners – write partners on board Review terms: G.O.T.E.E.