24	Entering / Greeting Protocol (14:50-15:00)	Greet students, roll call + snack time. Walk to space. Place bags to the side Circle up
		Let's all stand in actor ready : feet

		1			
			Let's all st	and in actor ready: feet	
			beneath your hips, shoulders rolled		
			back and do	wn, hands out of pockets,	
		Actor Ready	а	nd eyes on me.	
			Breath	Вох	
			Tactile	pat all parts of the body	
			Core-Distal	cow and cat	
			Head-Tail	spine rotation	
			Upper,		
			Lower Body	isolate each part	
			Body-Side	one side isolation	
			Cross-Latera Lelbow to R knee, switcl		
				spin 3xs, stop, breath,	
		Brain Dance	Vestibular	bounce	
			stand in a circle		
			twist from	hips to person next to u	
	Warm Up		M	ake eye contact	
	(15:00-			clap together	
25	15:10)	Clap around	Move on		

26	Transition	Make a semi circle with scripts
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		Lets make a circle
	Final Group	Now spread out your arms and legs into star firsh
	Formation	Follow my lead (shake out)
		What's your favorite THTR word you learned today?
		What was something you liked doing today?
	Reflection	Show me a move you've learned or liked doing today?
30 (1610-		To finish off each of our classes, we will do a signoff
16:15)	Sign off	handshake. For today, lets to 3 claps all together.

		Alright. Let's talk through how we will leave.			
		Step 1	Get backpack		
		Step 2	Line up on this line		
			The line will follow me and then you wi		
			wait until I call your name. When I cal		
	Restore		your name, you can come up to me and		
31 (16:15-	Room	Step 3	leave with your ride.		
16:20)	Dismissal	Connect with each parent and sign off each kid			

Task 1 Reading a script? OEQ Take answers A script is the written text that can make up a theatrical performance or presentation. A script can often have a character list which tells us the number of characters, names, and important details (physicality, motivations). A script is also broken down into acts (the beginning, middle, and end), which then breaks down into scenes, which are made up of smaller moments. Each unit of a script (act, scene, beat) follows an arc with something character walk. I will call out some prompts and your Job will be to figure out how you would physically show that. If something hurts or doesn't feel good, then stop and try something different Sustained Now think about the character your just Percussive read for. How do they move? Try things Swinging out as we move through the types of Suspended high Collapsed middle Viberatory low Tongue Twister: A script is also broken combination. BUT - in theatre - talking about having an emotion doesn't always work well. For example, which is more fun? Demonstrate: "I am so happy I could jump for joy" vs embodying it. Our bodies are a very powerful tool to communicate with or without words. The audience will never hear what goes on in our communicate with or without words. The audience will never hear what goes on in our So lets try that. Transition Everyone stand up This a game called characters head, but they will see the character in your body and your voice. So lets try that. What does it look like to: Walk fast, walk slow, use a low level, use a middle level, use a high level? Lead with your x and y and bend a? Suspended high Collapsed middle Viberatory low urseless can move in 3 Collapsed middle Viberatory low Physicaltly helps us distiguish between characters. For example, a human may walk like this but how		т _	T			Т	
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	27 (15:10-	Developme	Physicality h				
Tongue Twister: a proper cup of coffee in a proper copper coffee cup	15:25)	nt					
	Tongue Twist	er:	a proper cup	o of coffee in a	proper copper coffee cup		
from a proper copper coffee pot			fro	om a proper co	opper coffee pot		

	Task 2		Character Design Intro		
	OEQ		at is a costume? Take answers.		Explore qu
			Okay. Now that we have our characters in our		
			brainstorm some ideas for costume.		
			ter renderings are used by costume		
			rs. They include drawings of where		
		things will	go, what texture they may be, and the		
		Step 1	5 people to each pile of crayons		
		Step 2	Take turns sharing what ideas you		
			have for costume. I will come		
			around to each group and what		
		Step 3	Start drawing out what you		
			imagine your costume to be		
		Step 4	Once you think you are done,		
			come show me what you		
			designed! I'll take a picture we		
		Step 5	Put the drawing in your backpack		
	Narration		to show your parents or whoever		
		Step 6	Memorize lines, I can help		
		Get them s	started tthen start rough blocking. 3		
28 (15:25-					
15:35)	Developmen	t	logistical considerations		

29 (15:35-16:10) Perform a table read alities of movement and how they can shape a character

Task 3	Rough Block						Bra
OEQ	What is blocking?						
	Blocking is a planned sequence of actions, positions						
	on stag	ge, and intera	ctions on stag	e that is			
	deter	mined by the	director and a	actors			Practice crit
							about the n
	Blockinghe	lps tell the st	tory, emphasiz	e moments,			sho
Narration		and guide au	udience focus.		G	oal	
	Par	t of blocking	is stage directi	ons			
		Stage dire	ctions game				
	So today we	are going to t	try to rough blo	ck the whole			
	show, focus	ing on entrar	ices and exits.	Your cue for			
	an entranc	e and exit ar	e going to be ba	ased on the			
	actions or lin	es on stage, s	so you must pa	y attention to			
	where we are	e in the show	so you know w	hen to enter.			
	While you ar	e waiting to v	vork on blockir	ıg, you have 2			
	options: ke	ep working o	n your costume				
	w	work on memoriznig your lines.					
Narration	Try to block all scenes for entrances and exits						
	Then let them break						
	Alright! In 1 minute, everyone help me pick up the crayons, get your papers in your backpacks, and then						
	0.4,0.10,800		tle up.	one, and mon			
	We are goin		•	s and sailors			
		We are going to play a game called ships and sailors I am your captain and when I say you do blank:					
	, umyour or		starboard	seasick			
			port	pirates			
			capt. Com	kraken			
			- Capti Com	in anon			
Narration	play the game		hit the deck	shark attack			
David	onmont.	ifnaadta	maya a	-in -on -on			
Development		ii need to	move on try	zıh zah zoh			

ainstorm and design costumes				
ical thinking	icalthinking			
eeds of the	Experience independent,			
ЭW	quiet time.			
play theatre games				