

Theater, Cinema, and Film Production

Course Overview

Theater, Cinema, and Film Production is a single-semester course that describes the processes of theater, cinema, and film production. The course begins by introducing theater and film and their different genres and subgenres. The course also helps you understand the creative side of theater and film production, such as screenplay writing, directing set design, acting, makeup, and wardrobe styling and costume design. In this course, you will also learn about technical aspects in theater and film productions, such as lighting, sound, and camerawork. The course also covers the pre-production, production, and post-production processes involved in plays and films. Finally, you will learn about audiences for plays and films, and how they impact these productions.

Course Goals

By the end of this course, you will:

- Examine the purpose, history, language, and societal and political influence of theater and film.
- Differentiate between film theory and criticism.
- Distinguish between the major genres and subgenres of theater and film.
- Examine the structure and content of strong script writing for the stage and screen.
- Differentiate acting, directing, and production techniques for stage versus screen.
- Examine evolving developments in camerawork, lighting, sound, wardrobe, makeup, and set design techniques to produce specific effects on theater and film productions.
- Inspect all the stages of a theater or film production, including promotion.
- Evaluate the influence of the audience and social media on theater and film productions.
- Examine the skill sets and responsibilities of various roles in the theater and film industry and create career paths.

General Skills

To participate in this course, you should be able to do the following:

- Complete basic operations with word-processing software, such as Microsoft Word or Google Docs.
- Perform online research using various search engines and library databases.
- Communicate through email and discussion boards.

For a complete list of general skills that are required for participation in online courses, refer to the Prerequisites section of the Plato Student Orientation document, found at the beginning of this course.

Credit Value

Theater, Cinema, and Film Production is a 0.5-credit course.

Course Materials

- notebook
- computer with an Internet connection and speakers or headphones
- Microsoft Word or equivalent

Course Pacing Guide

This course description and pacing guide is intended to help you stay on schedule with your work. Note that your course teacher may modify the schedule to meet the specific needs of your class.

Course Components and Grading Rubric

The table gives a breakdown of the weight for each component in the course. Weight represents the percentage of the total score coming from each activity.

Course Components	Count	Weight
Module. <i>Each module in this course contains an interactive tutorial and an associated mastery test. Tutorials may include one or more Lesson Activities that constitute tasks associated with the tutorial. The module score comes from a student's score on the mastery test.</i>	14	30%
Discussion. <i>Online discussions allow for higher-order thinking about terminal objectives. An online threaded discussion mirrors the educational experience of a classroom discussion. Teachers can initiate a discussion by asking a complex, open-ended question. Students can engage in the discussion by responding both to the question and to the thoughts of others. Each unit in a course has one predefined discussion topic; teachers may add more discussion topics.</i>	2	25%
Course Activity. <i>Course Activities are similar to Unit Activities in scope but may be found at any point in the course, either to prepare the student for new learning or to act as a performance-based activity required for a learning objective. Like Unit Activities, Course Activities include simple rubrics, and sample answers are available for teachers. Course Activities are teacher graded.</i>	2	25%
End of Semester Test. <i>The end of semester test (EOS) appears at the end of the course. Students are delivered a few items from every tutorial in the course in order to assess the major course objectives.</i>	1	20%
Total	19	100%

*Teachers may manually adjust these weights if desired, per district grading requirements.

Day	Activity/Objective	Type
1 day: 1	Syllabus and Plato Student Orientation <i>Review the Plato Student Orientation and Course Syllabus at the beginning of this course.</i>	Course Orientation
6 days: 2–7	An Introduction to Theater <i>Explain the purpose of theater, recall its history and societal impact, and describe the language of theater.</i>	Lesson
6 days: 8–13	An Introduction to Film <i>Explain the purpose of film, film theory, and criticism; recall the history, developments, and influences of film on the individual as well as society.</i>	Lesson

Day	Activity/Objective	Type
6 days: 14–19	Film and Theater Genres <i>Describe various genres and subgenres of film and theater; identify which genres are specific to the theater, and which are specific to film.</i>	Lesson
5 days: 20–24	Screenplays and Theater Scripts <i>Identify elements of strong visual storytelling and recall the structure, content, and process of playwriting and screenplay writing.</i>	Lesson
3 days: 25–27	Comparing Theater and Film <i>Compare theater and film productions, including scripts for each, and describe the similarities and differences between the two.</i>	Course Activity
1 day: 28	Course Discussion 1	Course Discussion
1 day: 29	Para Jumble	Game
6 days: 30–35	Lighting in Theater and Film <i>Recall the history and development of lighting technology and describe the techniques lighting designers use in theater and film for various dramatic effects.</i>	Lesson
6 days: 36–41	Sound in Theater and Film <i>Recall the history and development of sound design and describe the equipment and techniques sound designers use in theater and film.</i>	Lesson
5 days: 42–46	Camerawork in Films <i>Recall the history of the movie camera and identify elements of camerawork in film, including lenses, equipment, and shot types, and describe the role of the cinematographer.</i>	Lesson

Day	Activity/Objective	Type
6 days: 47–52	<p>Set Design in Theater and Film</p> <p><i>Describe the purpose and process of set design in theater and film, including the use of aesthetic tools for effect, and identify the roles and responsibilities of set designers.</i></p>	Lesson
6 days: 53–58	<p>Acting on Stage and Screen</p> <p><i>State various types of acting and the skills needed for stage and screen acting; describe the methods and techniques actors use.</i></p>	Lesson
6 days: 59–64	<p>Wardrobe and Costumes in Theater and Film</p> <p><i>Recall the history and describe the tools and techniques of costume design and wardrobe styling in theater and film, including the roles and responsibilities of wardrobe stylists and the effect they have on a production.</i></p>	Lesson
5 days: 65–69	<p>Makeup in Theater and Film</p> <p><i>Recall the history and development of makeup techniques, the role and responsibilities of hair and makeup artists, and the impact of makeup in film and theater productions.</i></p>	Lesson
5 days: 70–74	<p>Directing for Stage and Screen</p> <p><i>Describe the role and responsibilities of directors for theater and film, how directors work with cast members, and identify the differences in directing for theater versus film.</i></p>	Lesson
5 days: 75–79	<p>Pre-Production, Production, and Post-Production</p> <p><i>Discuss how the practical elements of films and plays, including budgeting, editing, and promotion, come together to create a final production for a public audience.</i></p>	Lesson
5 days: 80–84	<p>The Audience</p> <p><i>Describe the relationship and impact of the audience and social media on theater and film productions.</i></p>	Lesson

Day	Activity/Objective	Type
3 days: 85–87	Careers in Theater and Film Production <i>Compare qualifications and skill sets needed for careers in theater, cinema, and film production, and describe the experience needed for career advancement.</i>	Course Activity
1 day: 88	Course Discussion 2	Course Discussion
1 day: 89	Thwack-a-Mole	Game
1 day: 90	End-of-Semester Exam	Assessment

Course Map

You will achieve course level objectives by completing each lesson’s instruction, assignments, and assessments. For a detailed look at how the materials meet these objectives, review the [course map](#).