# CHAPTER K - KINDERGARTEN THEATRE CURRICULUM E. Module 4: Sharing with a Small Audience

# **Enduring Understanding**

Playmaking: We share what we have learned with a small audience.

# **Essential Questions**

How do you make a story into a play?

| Domain     | Process         | Standard   |  |  |
|------------|-----------------|--|--|--|
| PERCEPTION | Analyzing       | 1.2 Identify differences between real people and imaginary characters.                                     |  |  |
| CREATION   | Role<br>Playing | 2.2 Perform group pantomimes and improvisations to retell familiar stories.                                |  |  |
|            | Designing;      | 2.3 Use costumes and props in role playing.  |  |  |
|            | Staging         | 5.1 Dramatize information from other content areas.  |  |  |
| co         |                 | 5.2 Demonstrate the ability to participate cooperatively in performing a pantomime of dramatizing a story. |  |  |
|            | Critiquing      | 4.1 Respond appropriately to a theatrical experience as an audience member.                                |  |  |

Essential standards and supporting standards to be assessed.

# **Sample Performance Task**

1. Working with a small group, perform a familiar story for the class. Select <u>costume</u> <u>pieces</u> and <u>props</u> for the performance.

## Planning Guide

## **Sample Scoring Tool**

| Qualit<br>y | 1. Artistic<br>Perception | 2.<br>Creative<br>Express | 3.Historical /<br>Cultural | 4.Aesthetic<br>Valuing | 5.Connecti<br>ons,<br>Relationshi |
|-------------|---------------------------|---------------------------|----------------------------|------------------------|-----------------------------------|
|-------------|---------------------------|---------------------------|----------------------------|------------------------|-----------------------------------|

| Level                      | ion<br>K Standard<br>2.3                                | Context | ps,<br>Application<br>s<br>K Standard 5.2  |
|----------------------------|---|---------|--|
| 4<br>Advanc<br>ed          | Uses well chosen costume s and props in role playing    |         | Effectively communicat es well developed ideas with group to choose costumes and props |
| 3<br>Profici<br>ent        | Uses<br>costume<br>s and<br>props in<br>role<br>playing |         | Cooperates with group to choose costumes and props                                     |
| 2 Partiall y Profici ent   | Limited use of costume s and props in role playing      |         | Sometimes<br>cooperates<br>with group<br>to choose<br>costumes<br>and props            |
| 1<br>Not<br>Profici<br>ent | No evidenc e of costume s and props in role playing     |         | Does not<br>cooperate<br>with group<br>to choose<br>costumes<br>and props              |

# **Developing Concepts**

Selecting an appropriate story is an important part of performance.

# **Key Ideas**

- Stories for performance should be interesting to the student performers.
- The story chosen should be relevant to the selected audience.

· Some stories are more easily adapted into plays.

# **Knowledge**

## Vocabulary

- Play
- Character
- Setting
- <u>Plot</u>: beginning, middle, end
- Conflict
- Resolution
- Audience
- Tableau(x)
- <u>Improvisation</u>

#### Skills

#### Cooperation

- Listen to several stories and choose one to adapt into a play
- Determine who the audience will be

#### Story

- List and describe the characters, setting and plot
- Decide on story points and show them with tableau(x) or with improvisation

#### A play has many different types of roles.

#### **Key Ideas**

- Characters can be human, animal or inanimate objects.
- Actors portray characters by choosing ways to use body, voice and imagination.

#### Knowledge

#### Vocabulary

• <u>Characterization</u>

#### Skills

## **Character Development**

- Listen to the story and discuss the ways the characters talk and move
- Practice behaving like your character

Technical elements are important to a performance.

## **Key Ideas**

- Props, costumes and scenery pieces are chosen to fit the play.
- Simple suggestions of setting can be as effective as elaborate displays.
- Costumes can be created simply with found items.

## **Knowledge**

## Vocabulary

- Design
- Props (Properties)
- Costumes
- Scenery

## Skills

## Design

- Plan and design costumes and props for a character
- Make or find costumes and props for a character
- Make or arrange scenery for your performance

## Rehearsal is essential for a successful performance.

#### **Key Ideas**

- Practice helps actors remember what the characters say and do in a scene
- Practicing with props, costumes and scenery pieces is important so the production runs smoothly.

# Knowledge

# Vocabulary

- Stage
- Audience
- Rehearsal
- <u>Cue</u>

#### Skills

# Cooperation

 Work cooperatively to rehearse your story

#### Concentration

- Remember story points and cues
- Speak loudly enough to be heard and clearly enough to be understood
- Stay in character
- Move so you can be seen
- Show emotion through facial expression and gestures
- Use props, costumes and

scenery as directed

## Performance is an integral part of theatre.

## **Key Ideas**

- Small audiences are appropriate for young performers.
- Performances may be memorized, improvised or a combination of both.

# Knowledge

# Vocabulary

- Bow
- <u>Curtain call</u>
- Applause

## Skills

#### **Performance**

- Stay in character
- Focus
- Have fun!

## **Audience Behavior**

 Demonstrate that you can behave appropriately as an audience watching your classmates perform