Technical Theatre Lesson Plan

Costume Design

Learning Objective: Using Adaptation, Innovation, Resourcefulness, and Inginuity to develop basic skills of costume design.

Do this lesson after you've done some basic costume history.

5-15 Minutes: Warm-Up activities:

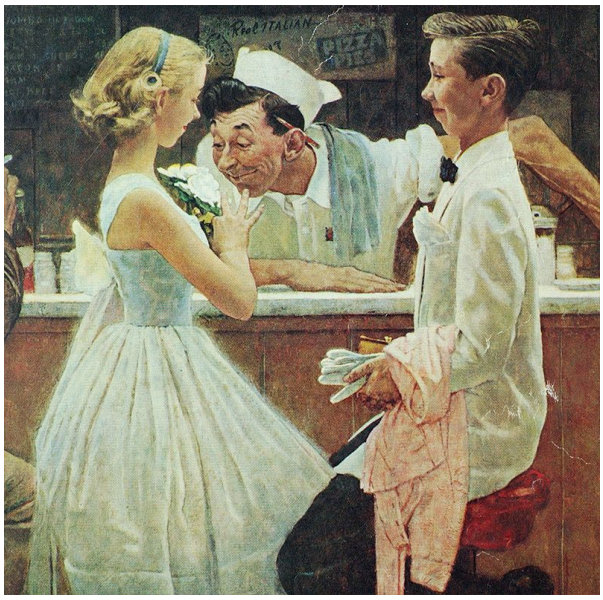
-"Anything but….."- Instructions on screen when they sign on or on white board in the classroom. Grab the following items from around your house:
Fork, cup, paper towel or napkin. Lead them through a few exercises where they use these items as "anything but what they are."
-Kahoot for younger kids
-Zoom parameters quick quiz for older kid.
-Small group analyzation with a picture

20- 30: Costume Design Scavenger Hunt

Script:
I'm going to share my screen and show you 5-8 images of famous works of art. You will have 3-5 minutes to gather items from your home and/or proximity and "recreate" the art. Don't be tied to showing us the whole image. You can pick one aspect of the piece if that's what you see. Think about the concepts of design: Color, Texture, Shape, Line. etc.

Images:

We Can Do It!
WAR PRODUCTION CO-ORDINATING COMMITTEE


PIZZA

Assignment after class, if necessary:

Here are 3 more images to choose from. Due in 3-7 days. Get more detailed with the assignment. Think about more aspects of these works of art and delve deeper into creating them. Submit a photo of yourself or your model in costume.

This lesson plan could easily be adapted for sets and scenery. Or props.