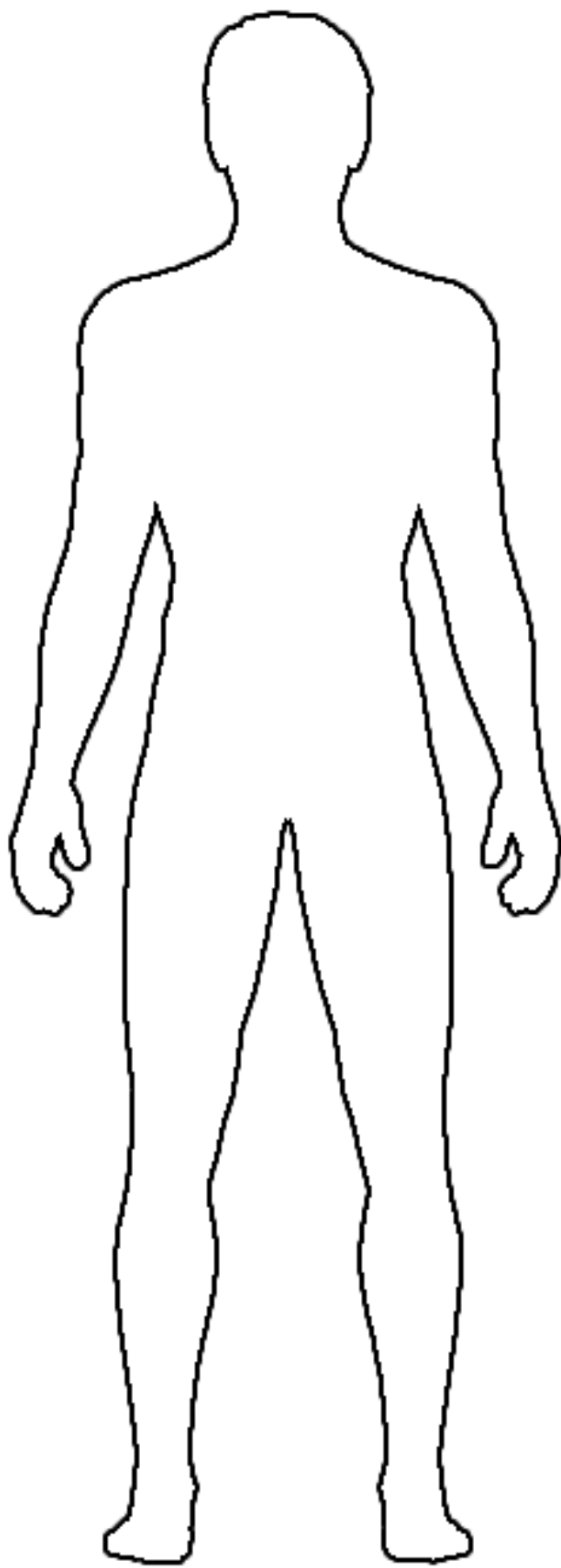
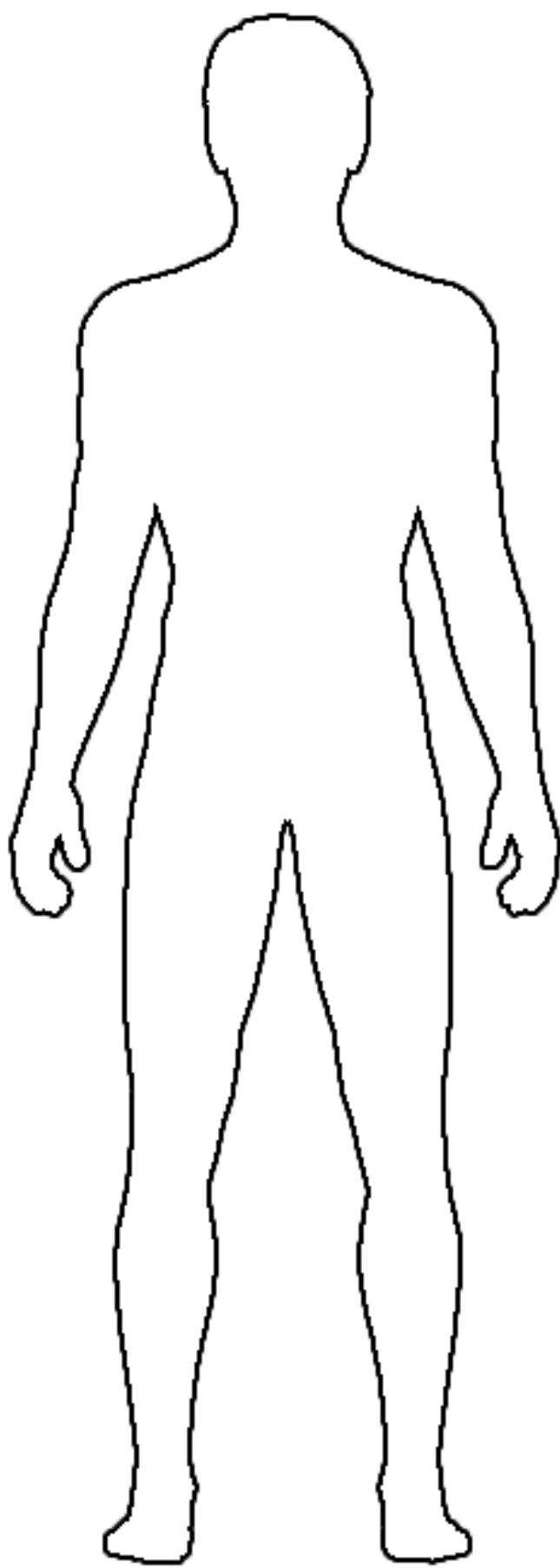
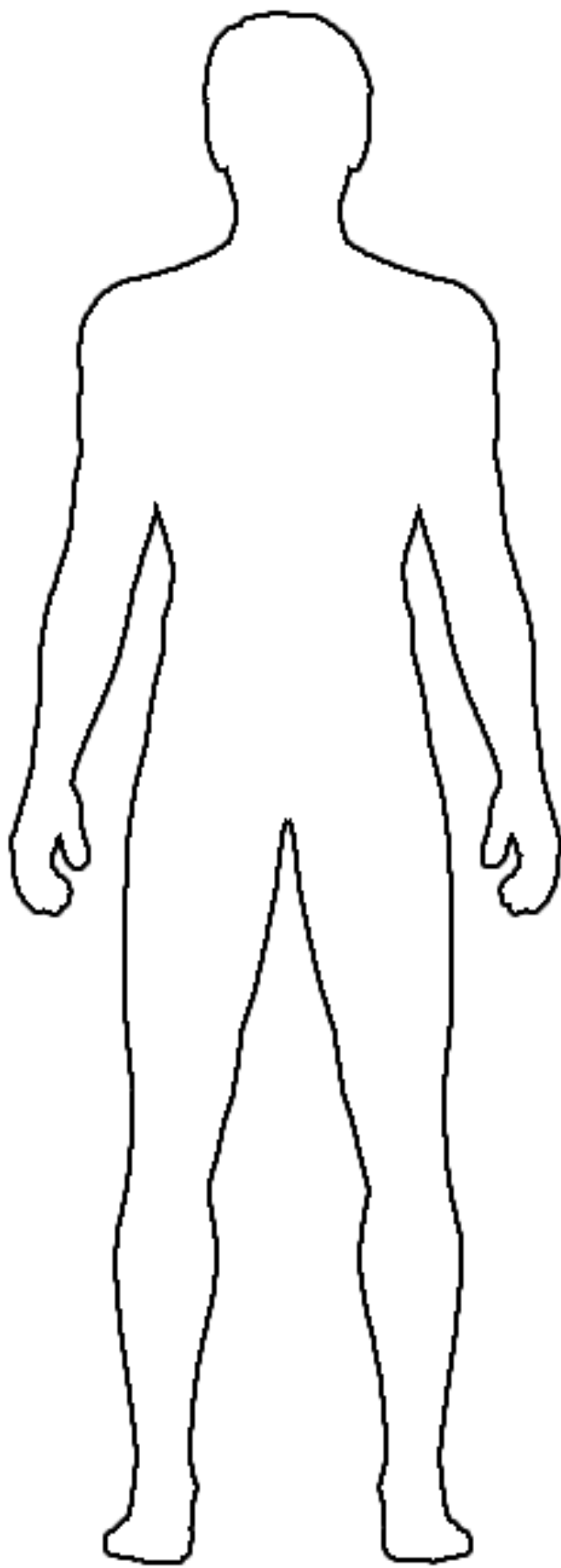


THEATRE 2: Modern Day EVERYMAN Project/Performance

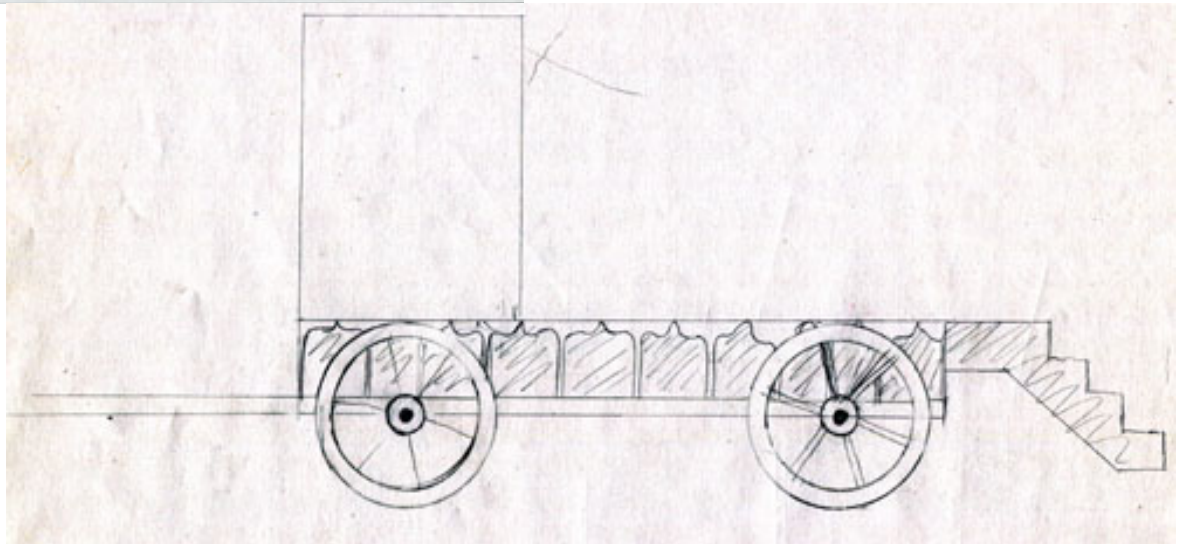
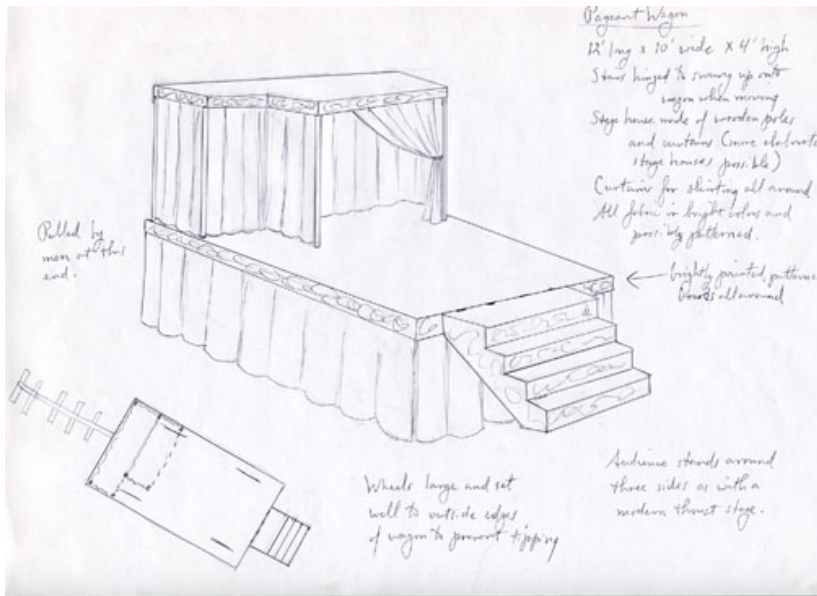
- 1) **Decide who your EVERY _____ character will represent.** (EVERYstudent, EVERYteen, EVERYbro, EVERYactor, EVERYteacher, EVERYparent)
- 2) **WHAT IS THEIR JOURNEY? WHO is summoning them? And where are they being summoned?** (graduation, adulthood, a huge athletic meet, opening night)
- 3) **PLOT/CHARACTER DECISIONS: WHAT will they need to take with them?** (good grades, wisdom, a good friend) **WHAT might distract them from their goal?** (laziness, procrastination, video gaming, social media) **WHAT might help them make their goal** (discipline, a good attitude). **PERSONIFY those ideas as characters in your play.**
- 4) **PLAYWRITING: Write your play.** You can handwrite or type in traditional play format. Make sure there is a BEGINNING (summoning), MIDDLE (rising action, problems), ENDING (peripeteia/change, lesson learned) Make copies (or take photos) so everyone has a script for rehearsal.
- 5) **DESIGN challenge #1: FIRST, your group will choose 3 characters to fully costume.** Those costumes must represent the characters well and tell the story of those characters. Use color theory, design of costume, accessories, patterns, and fabric choices to fully tell the stories of those characters and what they represent. Costumes can be realistic, fantastical, or a mix of both.
- 6) **DESIGN CHALLENGE #2: You will also design and CREATE A MODEL of your group's pageant wagon.** How can you show your play's setting on a wagon to travel around to teach your play's lesson to all that need to hear this play? Be creative and metaphoric in your choices. Create the pageant wagon with a shoebox or other model type box.
- 7) **DESIGN CHALLENGE #3: During your performance EACH character must have one costume or prop items that shows who they represent.**
- 8) **REHEARSE your play.** It doesn't have to be memorized, but show me the characterization and some blocking. It should look rehearsed. Make sure everyone has at least one part.
- 9) **PLAYS will be presented OCTOBER 16 & 17.** You must turn in your script & costume designs & pageant wagon set drawing immediately after presenting your play!
- 10) **You will receive 3 GRADES...**
 - **1 group grade for your script.** Is it reminiscent of EVERYMAN and a MEDIEVAL MORALITY PLAY? Is there a character who goes on a journey aided or hindered by their life choices? Is there a way for the character to succeed? Do they reach the pinnacle of their journey?
 - **1 individual grade for YOUR performance and YOUR costume/prop.** Do you seem familiar with your part? Is your blocking interesting? Is your physicality and voice consistent with the vice or virtue or character you are portraying? Have you made strong acting choices?
 - **1 group grade for your group's costume & pageant wagon drawings.** Are they creative and represent the characters and story being told?





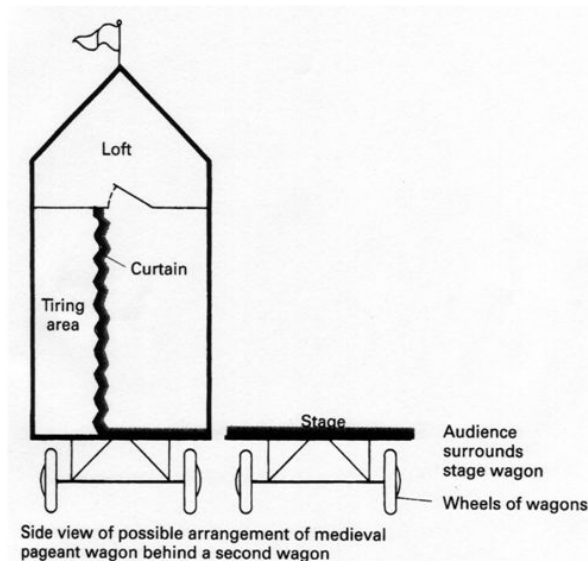


PAGEANT WAGON IDEAS TO USE FOR THE BASE OF YOUR WAGON



Medieval Pageant Wagon

- Double-decker
- Lower story for costume changes
- Action on upper stage and around the street.
- Similar to parade floats.



PLEASE WRITE WHAT YOUR GROUP WORKED ON & ACCOMPLISHED TODAY!

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
GOAL: PLAY PLANNING & WRITING WEEK		1 Read Everyman	2	3	4
GOAL: LINE REHEARSALS/ MEMORIZE SCRIPT/ BLOCKING & CREATE TECH PROJECTS	7	8	9	10	11
GOAL: BLOCKING & FINAL REHEARSALS & FINISH TECH	14 NO SCHOOL / TEACHER WORKDAY	15	16	17 PERFORMANCES	18 PERFORMANCES