



Week	Date	Content	Objective
1	09/01-09/03  09/01 First Day of Semester  09/01-09/24 NWEA MAP Testing	<b>Masks</b> Orientation, Terms and Introduction to Trestle Theater Company Rules and Emotions of Mask Warm-Up: The Bus Stop	<ul style="list-style-type: none"> <li>Understand the Aims of Unit</li> <li>Movement &amp; Mask</li> </ul>
2	09/06-09/11  09/07-09/08 Mock Exam G8 & G9  09/11 Make-Up Saturday	<b>Golden Rules of Mask Work</b> <b>Discuss the Rules, Dos and Don'ts</b> Movement and Unison Activity: Mirrors (Synchronized Movement) Activity II: Bird Of Flight Plenary	<ul style="list-style-type: none"> <li>Movement and Unison in Group Work</li> </ul>
3	09/13-09/17	<b>The Character of the Mask</b> – biography Independent Research Project: Outline meaning; Artistic Discussion: Factual, Conceptual and Debatable Ideas Mask Rules Plenary	<ul style="list-style-type: none"> <li>Artistic Creation &amp; Self-Discovery</li> </ul>
4	09/22-09/24  09/20-09/21 Moon Festival  09/25 PTC	<b>Devising</b> – Developing the Work (Story Arc) Mask Rules: What Do You Remember? Watch Theater Practitioners – Trestle Theater Company Mask Up: Performer and Audience Relationship	<ul style="list-style-type: none"> <li>Exaggerated Movement</li> <li>Sustained Controlled Characterization</li> <li>Create Scenes</li> </ul>
5	09/27-10/01	<b>Devising II</b> – Developing the Work (Blocking and Rehearsing) Process Check – Rehearsal and Feedback Activity: Endowment Plenary <b>Formative Assessment</b> Group Scripting, Outline Characters	<ul style="list-style-type: none"> <li>Exaggerated Movement</li> <li>Sustained Controlled Characterization</li> <li>Create Scenes</li> </ul>
6	10/04-10/08  10/04-10/08 G7 Workbook Check	<b>Formative Assessment</b> Mask Work	
7	10/12-10/15  10/11 Double 10 Day  10/12-10/15 G8-9 Workbook Check	<b>Perform and Evaluate</b>	
8	10/18-10/22	<b>Midterm Exams</b>	
9	10/25-10/29	<b>Japanese Theater Traditions</b> Orientation, Terms and Introduction to Japanese Theater Terms Plenary	<ul style="list-style-type: none"> <li>Cultural History</li> <li>Story Structure</li> </ul>
10	11/01-11/05	<b>Noh</b> – Stylized Movement Watch Video Study Styling Movement Plenary	<ul style="list-style-type: none"> <li>Understand Movement</li> <li>Pacing and Structure</li> <li>Control of Body</li> </ul>
11	11/08-11/12	<b>Banraku</b> – Human Puppets Understanding the Concept Activity: Pair Work – Human Puppet Plenary	<ul style="list-style-type: none"> <li>Puppetry Review</li> <li>History</li> </ul>

12	11/15-11/19	<b>Kabuki – Stock Characters, The Mei and The Walks</b> Discussion: What Are the Stock Characters? Kabuki Traditions Costume and Make-Up Plenary	<ul style="list-style-type: none"> <li>• Cultural Aspects and Impact</li> <li>• Staying True to the Craft</li> <li>• Costume Authenticity</li> </ul>
13	11/22-11/26	<b>Kabuki – Stagecraft: Make-Up, Fan and Kimono Design</b> Stage Blocking and Movement Significance of Stagecraft Plenary	<ul style="list-style-type: none"> <li>• Stage Blocking</li> <li>• Movement</li> <li>• Theater Craft</li> </ul>
14	11/29-12/03	<b>Scripted Performance: Text Exploration and Allocation of Roles and Responsibilities</b> Understanding Story Structure Assigning Characters and Reading Plenary	<ul style="list-style-type: none"> <li>• Story Structure</li> <li>• Understanding the Text</li> <li>• Character Breakdown and Sustaining</li> </ul>
15	12/06-12/10 <small>12/06-12/10 G7 Workbook Check 12/10 Sports Day</small>	<b>Scripted Performance: Blocking and Rehearsal</b> Stage Blocking and Movement Costumes and Props	<ul style="list-style-type: none"> <li>• Characterization and Cooperation with other Performers</li> </ul>
16	12/13-12/17 <small>12/13-12/17 G8-9 Workbook Check</small>	<b>Scripted Performance: Dress Rehearsal</b>	
17	12/20-12/24 <small>12/22-12/23 Mock Exam G9</small>	<b>Performance and Evaluation</b>	
18	12/27-12/30 <small>12/31 New Year's Day Holiday</small>	<b>Performance and Evaluation</b>	
19	01/03-01/07	<b>Reflection</b>	
20	01/10-01/14	<b>Final Exams</b>	
21	01/17-01/20 <small>01/20 Last Day of Semester</small>	Semester Reflection	