

Designer: _____

Hour: _____

Ground Plan and Set Design

Assignment: Based on a play or musical that the student has read during this semester, a ground plan and scale model will be created. The design must show an understanding of the scenic designer's job. The students will explain the process and creative decisions made in creating the model. The students will explain the artistic and practice needs of the show, as well as how the choices made in the design help communicate the mood, style, time period, local, and genre of the play. The student will also work on communication skills necessary to share this design with others. (*Presentation and designs must be school appropriate or all points are forfeited and the student will receive a zero.*)

Objective: Student will be able to successfully present a Ground Plan and Set Design to an audience.

Assessment:

1. Provides a ground plan and a scale model (Physical or Digital)	10	8	6	4	2
2. Articulates an understanding of the scenic designer's role and job responsibilities.	10	8	6	4	2
3. Adequately presents and explains the design and creative decisions.	10	8	6	4	2
4. Addresses the artistic/practical needs of the production and supports a unified concept.	10	8	6	4	2
5. Scenic design choices enhance and communicate the mood, style, period, locale, and genre of the play.	10	8	6	4	2
6. Speaks loud and clear enough for everyone to hear	10	8	6	4	2
7. Demonstrated appropriate behavior & etiquette during presentations & critiques	10	8	6	4	2

Total: _____ / 70