**Introduction to Theatre: Active Learning Activity**

**Activity Name:** Design Concept Collaboration

**Concept:** Students are placed into groups of 4-5. Each person is assigned a role in a production team (Director, Scenic Designer, Lighting Designer, Sound Designer, Costume Designer). Each group is given the same play and reading/discussion of said play will have been pre-assigned prior to this activity. Together, students will collaborate and decide on a design concept for their play and how they would translate their concepts to the live stage.

**Learning Outcomes:**

* Understand collaborative efforts of a design team and director
* Identify the role of each theatre practitioner
* Develop collaborative skills and team-work
* Present final product to other students in the class

**Materials Needed:**

Copy of Play, Pen/Paper or Laptop, Handout provided by instructor

**Handouts Needed:**

Instructor will provide a guide to help students begin the process. Handout will have questions, recommend starting points, and provide a guideline of the project expectations.

**Time to Complete:**

1 class period (first half of class to complete activity, second half to present)

**Step-by-step Procedure:**

* Thoroughly explain activity to students and provide handout
* Divide students into groups and assign roles (or let students choose)
* Have students brainstorm ideas and collaborate on a design concept, then write/type their ideas
* Students will present their design concepts in the last half of class

**How it could go wrong and how to save it:**

Students may not know where to begin or how to develop ideas, which will hopefully be solved by providing them a handout that helps jumpstart their ideas. Students may also become sidetracked or disinterested, and I would walk around the classroom and check in on each group to ensure that they are working on the project.

**Follow up questions for class:**

* Was this project enjoyable?
* What did you learn?
* How did your group collaborate to determine a concept?