

Outcome:		My Class:THE 100		
Arts & Design Knowledge	Rubric Element	Specific Course Outcome	Student work used to assess achievement of the outcome (Assessment)	How will this course provide content to address student outcomes? (Student Practice)
	Identifies concepts , terms and facts related to a specific discipline and audience	Identify theatrical terminology, form and technique of production elements	Quiz on Theatre 100 Student Handbook; Guided reading questions; Midterm exam on the required textbook Chapters 1-10	In-class short lectures based on assigned readings from Handbook and textbook reviewing theatre terminology, different genres of playwriting and all elements of successful play production. Independent reading and discussions of required text with guided reading questions.
	Analyzes and interprets the significance of artists and designers, works or ideas through historical knowledge or critical response to an artwork, design or performance	Analyze and interpret a live theatrical production with a focus on the text, director, designers and audience response	Group oral critique presentations on URI main stage production. Topics to be critiqued include playwriting, directing and staging, acting, management, lighting, costuming, scenery/props and sound. Elements of effective public speaking will also be assessed. Each student must attend two URI Theatre productions during the semester.	Students will first attend a production of a live play. They will meet in and out of class to organize and debate/discuss all elements of a performance critique as a group. Class time will be given to discuss consideration of audience response and theatre appreciation.
	Demonstrates an understanding of the creative and/or design process and the aesthetic principles that guide the arts and/or design	Demonstrate an understanding of the creative and/or design process through acting, directing, managing and designing	Students will prepare an informative oral presentation followed by an audition piece with a dramatic monologue. Students will also demonstrate ability to perform as actors in the production or as designers/managers by presenting prompt scripts, lighting cue sheets, costume plots or set designs.	Instructors will provide in-class lectures and demonstrations illustrating the criteria and principles contributing to the crafts of acting, lights & sound, costuming, sets & props and stage management. Students will use class time to stage the play, build sets, pull costumes, hang and design lights, record sound cues, run rehearsals and collaborate on a final staged product.
	Applies strategies of planning, goal setting and resolving conflict for specific goal aesthetic or design projects	Apply strategies and problem solving during the rehearsal and technical aspects of a collaborative theatrical production	Serve 3 hours in a department lab working on a main stage production in house management, props, costumes, lighting, marketing/publicity or set construction.	Lab hours are provided throughout the semester in house management, scene shop, administration, scenic painting, costume shop, hang & focus and set strike

	<p>Demonstrates innovative and creative thinking and/or skills in a design and/or arts medium as an individual or part of a group</p>	<p>Demonstrate innovative and creative thinking while building characterization as a theatrical ensemble and/or production team</p>	<p>Final performance or management/design contribution in a one act play and/or oral presentation of design concept for company.</p>	<p>In-class rehearsals allow the student actors, directors and managers time to hone their skills before presenting their efforts in a live 30-minute production at the end of the semester. Designers use class time to collaborate with the director, conceive and construct set pieces, costumes, props, hang and focus lights, create recorded sound effects and merge their technical achievements with the onstage rehearsals culminating in a final production for an audience.</p>
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