Title
Theater Olympics

Author (s)
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Duration
90 min

Course

Theater 1

Standards of Learning Addressed

T1 6 5 2

General Description

Wearing togas, students immerse themselves in the cultural practices of Ancient Greece and Rome, experiencing firsthand how costumes played a role in theatrical performances. The lesson includes a recap of Greek and roman theater, emphasizing its origins, significance, and performance techniques. Students participate in a costume-making contest that fosters creativity and teamwork, followed by rehearsing and performing scenes to enhance their understanding of ancient dramatic styles and stories. This approach combines fun, learning, and performance, providing a comprehensive introduction to theater history.

Objective
To have students recount everything they learned from this part of the Unit.

Key Words

Pantomime
Greek and Roman Theater
Amphitheater
Tragedy
Comedy
Draping
Chorus
Sophocles, Euripides

Learning Activities

Warm Up

(essential questions, concepts, real life

connections, prior knowledge, enduring

understandings)

Recap of the things we learned from the unit

Theatre Activities

(ensemble activities, physical & vocal warm

ups, performance activities that relate to

learning objectives)

Statute game:
Tell students they will move around the space freely, but when you call out "Freeze!" they must stop and pose

Learning Activities

(ensemble, scene, or solo activities, self

directed learning, teacher directed learning,

modeling, lecture)

Toga Contest
Scene Contest- Pantomime
Greek or Roman?

Culminating Activity

(assessment of learning objective,

performance based assessment, includes a

critique/ response component)
Who won the olympics?
What did we learn and how we can take these practices into our own acting today

Reflection

(students articulate what was learned and

what other knowledge is needed to reach

learning goal)
Journaling

Student Accomodations

(All learners, English Language Learners

(ELL), students with disabilities, advanced

learners)

Have visuals, Coloring activity, Description written out on screen, Modeling what to do, Check

ins, extra time