

**Duke Ellington School of the Arts**

**Theater Operations QTF 20**

**Instructor:** Beverly Johnson, Costume Director  
**Office/Classroom:** Room 112/Costume Shop  
**Office Phone:** 202-298-1777 ext 2671  
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**Email:** [Beverly.Johnson@dc.gov](mailto:Beverly.Johnson@dc.gov)  
**Prerequisite:** None  
**Period:** 10  
**Class Meets:** Monday 4:15pm – 4:55pm  
Tuesday 3:30pm – 4:55pm  
Thursday 3:30pm – 4:55pm  
**Credits:** 1.00  
**Text:** *Costume Design 2<sup>nd</sup> Edition* -- Barbara & Cletus  
Anderson; and Handouts

**Course Goals**

Student will learn basic research skills that are needed to develop designs for the costumes, and will acquire techniques of figure and costume drawing to visually communicate design ideas to directors and designers in costume design. Student will also master sewing skills and knowledge of various textiles.

**Art Supplies Needed**

- Sewing Needles
- Scissors – fabric shears and paper shears
- Sketch Book
- Tracing paper--9" x 12" or 11" x 14"
- Drawing pencils: HB, B, 2B, Ebony, etc.
- Color pencils/markers/pastels
- Basic set of Watercolors or gouache
- Watercolor paper--140 lb.
- Watercolor brushes--size 5, 7 round tip Sableline and a small flat tip brush
- Watercolor palette or tray, water jar, etc.
- Gum Eraser
- Seam Ripper
- Thimble

**Lesson Plan**

Lesson Plan	Time Frame	Description
Clothing 2	6 class periods that runs 90 minutes	Students master skills of using a serger and inserting zippers. The students watch a demonstration on how to make each of these samples. Then the teacher gives individual help when needed.
Clothing 1	6 class periods that runs 60 minutes	Students master the following skills: <ul style="list-style-type: none"> <li>• Basic Machine Operation</li> <li>• Turning A Corner</li> <li>• Seam Allowances</li> <li>• Gathering</li> <li>• Sewing with Plaids</li> <li>• Patch Pockets</li> <li>• Buttons and Buttonholes</li> <li>• Hemming Stitches</li> </ul>
Equipment Identification	1 class period that runs 60 minutes	The students will identify 19 pieces of sewing equipment and explain how to use them.
Fabric Construction Chart	1 class period that runs 60 minutes	This lesson will help students distinguish between the different types of fabric construction--woven, knit, and nonwoven.
Measuring	1 class period that run 60 minutes each.	Students will learn how to measure the body correctly for proper fit. Students will observe how to properly measure a body for correct pattern fit, and then they will perform measurements on themselves and a partner. Students will also alter pattern pieces by adding and shortening lengths.
Natural Fiber Chart	2 class periods that run 90 minutes	This lesson will help students distinguish the differences between the natural fibers--cotton, linen, wool and silk.
Pattern Layout	2 class periods that run 60 minutes each.	Students will demonstrate how to lay a pattern out correctly. Students will be instructed on how to lay a pattern out correctly on the straight of the grain, and then will practice laying out pattern pieces correctly.
Pressing and Seam Finishes	3 class periods that run 60 minutes each.	Students will learn about the importance of proper seam allowances, how those seams should be finished, and the importance of pressing them. They will learn by listening as well as by practicing and creating their own samples. They will then evaluate their samples.
Sample Packet	6 class periods that run 60 minutes each.	Students will learn several basic sewing techniques as they complete a sample packet of the following: <ul style="list-style-type: none"> <li><input type="checkbox"/> seam allowance</li> <li><input type="checkbox"/> edge finishes</li> <li><input type="checkbox"/> patch pockets</li> <li><input type="checkbox"/> casings</li> <li><input type="checkbox"/> buttonholes, sew on a button</li> <li><input type="checkbox"/> serging</li> <li><input type="checkbox"/> grading a seam allowance</li> <li><input type="checkbox"/> basting/gathering</li> <li><input type="checkbox"/> a machine-stitched hem</li> </ul>

		<input type="checkbox"/> hand stitches
Synthetic Fiber Chart	1 class period that runs 45 minutes.	This lesson will help students distinguish differences between the synthetic fibers--nylon, acrylic, polyester, acetate, rayon, and spandex.
Threading the Sewing Machine	1 class period that runs 60 minutes	The students will be able to thread the machine, wind the bobbin, and correctly place the bobbin in the case.
Weaving Activity	2 class periods that runs 45 minutes each	This lesson will help students understand how woven fabrics are created and the differences between the plain weave, the twill weave, and the satin weave.
Design and Production	Throughout the school year	Students will help work on school productions as assistants and costume designers.

### **Instructional Methods (and related grading info)**

A variety of instructional methods may be used which include but are not limited to: lecture, multimedia, demonstrations, projects and presentations, speeches, debates, and learning experiences outside the classroom. Methodology will be selected to best meet student needs.

I will show students how to do a technique for various projects. After the demonstration occurs, the class will spend time working on their projects and getting help from me in how to do them. You will also need to work on projects outside of class time. You may if you wish come into the costume shop during the times we are open to get extra help. Grading will be based on the assigned projects, regular class participation, and lab participation.

### **Student Learning Outcomes**

By the end of this course, students should have an understanding and appreciation of the steps needed to get costumes designed, made, and fitting a performer on stage. They should also acquire basic figure drawing and basic sewing skills, several specialized costume craft skills, and be able to make simple costume accessories by adapting existing items like shoes, wigs, and caps.

### **Grading**

#### **Assigned Project is 40% of grade:**

##### **Design Analysis & Renderings**

- Mastering sewing skills
- Reading the Play
- Focusing on the actor
- Historical Research
- Generating a Color Chart, a scene Breakdown, and Dresser lists for a production.
- Other small craft projects as assigned.

##### **Lab Participation 40%**

Be there. Be willing. Follow instructions. Remember the 3 P's: Be Polite, Be Prompt, Be Prepared. If you can manage these things, a good grade is assured.

##### **Class Participation 20%**

This means providing helpful commentary, ideas, and moral support to your fellow students. It also means you are there for the demos.

### **Important DESA Student Code of Conduct**

DESA requires students to conduct themselves honestly and responsibly, and to respect the rights of others. Conduct that unreasonably interferes with the learning environment or that violates the rights of others is prohibited. Honesty is a primary responsibility of you and every other DESA student. The following are common guidelines regarding academic integrity:

1. Students will not collaborate on any quizzes, in-class exams, or take-home exams that will contribute to their grade in a course, unless permission is granted by the instructor of the course. Only those materials permitted by the instructor may be used to assist in quizzes and examinations.
2. Students will not represent the work of others as their own. A student will attribute the source of information not original with himself or herself (direct quotes or paraphrases) in compositions, theses and other reports.
3. No work submitted for one course may be submitted for credit in another course without the explicit approval of both instructors.
4. No cell phones, Ipods, etc.
5. For bathroom breaks, must complete sign-out and sign-in sheet.
6. Students are only allowed to go to their lockers upon arrival in the morning, during lunch, after lunch, before the arts block and after school. Students are expected to plan their day accordingly.

**Course policies:** This does not imply that you cannot ask for help on your costume projects both from me, other students, or even your parents. Just don't have that person do any major part of construction (minor ones are allowed) and then claim the work as all yours. Specify to me those parts of a project you had major help on, and you will be graded on the work you could do by yourself, yet still be able to accept help on a small part of a project that requires more expert hands. If you did it all yourself, while someone was telling you what to do while looking over your shoulder, it's still all yours, that is how you learn these techniques in this class.

**Attendance, Punctuality & Common Politeness:** It is difficult to earn full participation credit (20% of grade) if you miss a lot of the class presentations, or regularly come in late. All students are expected to be prompt and prepared for class with a positive attitude to learn through listening, discussing and questioning until ones understanding of the concepts are complete. The student must attend class with a writing utensil, pencil preferred, a note pad for note taking, and three ring binders for handouts. Any lateness or absenteeism of the student or his/her assignments must and can only be nullified with a valid written and signed excuse from a parent/guardian, teacher, or administrator, preferably before the infraction, if not, as soon as possible thereafter. Two or more unexcused absences per advisory may result in the student receiving a letter grade of "F." If the student misses an exam, it must be rescheduled for makeup with the instructor. The students that adhere to the above expectation can expect to complete the class with a general understanding of costume analysis and practices, which will function as a foundation to build upon.

**Evaluation:** Project assignments will be graded based on:

25% Completion (Is the project really done, or have important steps been left unfinished?)

25% Neatness, accuracy, clarity (How much have your drawing/sewing/crafting skills improved?)

25% Creativity (Are the choices you have made in design or construction boring and ill thought out or interesting and clever?)

25% Practicality (Would the project actually be usable in a show on stage)

**STUDENT'S NAME** (*Please print neatly*): \_\_\_\_\_ **Period:** \_\_\_\_\_

**THIS PAGE IS TO BE COMPLETED AND RETURNED BY THE BEGINNING OF CLASS ON:** \_\_\_\_\_

I have read the SYLLABUS for Theater Ops QTF 20 and have become familiar with the requirements and expectations for the course: grading, attendance and classroom polices; lab and classroom rules; cell phone and personal electronics policies, etc.

Student's Signature: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

***Preferred method to contact parent/guardian (check as many as appropriate):***

Email Address (*Please print clearly*): \_\_\_\_\_

PHONE: Home Phone: \_\_\_\_\_ Best time: \_\_\_\_\_

Cell Phone: \_\_\_\_\_ Best time: \_\_\_\_\_

Work Phone: \_\_\_\_\_ Best time: \_\_\_\_\_