

Term	Week	Focus	Summary	Learning Outcomes	Learning skills
Term 2.1	1	Shrek: Theatre Roles and Responsibilities	Role of an Actor	To apply the responsibilities of an actor to communicate a clear character.	Skills: Collaboration HPL: Creativity, Agile, Meta-thinking UAE values: Brotherhood
	2	Shrek: Theatre Roles and Responsibilities	Role of an ensemble Actor	To apply the responsibilities of an ensemble actor to create an ensemble scene.	Skills: Collaboration HPL: Creativity, Agile, Meta-thinking UAE values: Brotherhood
	3	Shrek: Theatre Roles and Responsibilities	Role of a Costume Designer	To create an initial costume design sketch for a character from Shrek the musical applying the responsibilities of a costume designer	Skills: Collaboration HPL: Creativity, Agile, Meta-thinking UAE values: Brotherhood
	4	Shrek: Theatre Roles and Responsibilities	Role of a Director	To direct a scene applying theatrical techniques to create tension or comedy.	Skills: Collaboration HPL: Creativity, Agile, Meta-thinking UAE values: Brotherhood
	5	Shrek: Theatre Roles and Responsibilities	Role of a Set Designer	To create an initial set design sketch for a scene in Shrek the musical applying the responsibilities of a set designer	Skills: Collaboration HPL: Creativity, Agile, Meta-thinking UAE values: Brotherhood
	6	Shrek: Theatre Roles and Responsibilities	Assessment Preparation	To prepare for assessment creating outcomes that demonstrate the responsibilities of ACTORS and DESIGNERS.	Skills: Collaboration, critical thinking HPL: Creativity, Meta-thinking UAE values: accountability

	7	Shrek: Theatre Roles and Responsibilities	Assessment	To present and perform assessment with outcomes that demonstrate the responsibilities of ACTORS and DESIGNERS.	Skills: Collaboration, critical thinking HPL: Creativity UAE values: accountability
	8	Shrek: Theatre Roles and Responsibilities	DIRT Lesson	To evaluate targets from assessment	Skills: Collaboration, critical thinking HPL: Meta-thinking UAE values: accountability
Term 2.2	1	Physical Theatre	Object Theatre	To create objects through physical theatre	Skills: Collaboration HPL: Creativity, Agile, Meta-thinking UAE values: Brotherhood
	2	Physical Theatre	Mirroring and Canon	To create a movement sequence applying mirroring and canon	Skills: Collaboration HPL: Creativity, Agile, Meta-thinking UAE values: Brotherhood
	3	Physical Theatre	Meaning through movement	To link movement techniques to communicate a theme	Skills: Collaboration HPL: Creativity, Agile, Meta-thinking UAE values: Brotherhood
	4	Physical Theatre	Storytelling through movement	To realise how to utilise physical movement to tell a story of War	Skills: Collaboration HPL: Creativity, Agile, Meta-thinking UAE values: Brotherhood, accountability

	5	Physical Theatre	Assessment	To realise and utilise physical theatre techniques to tell a story.	Skills: Collaboration HPL: Creativity, Agile, Meta-thinking UAE values: Brotherhood, accountability
	6	Physical Theatre	Dirt Lesson	To respond to assessment feedforward by self-correcting and applying practical targets to a section of the assessment.	Skills: Collaboration, critical thinking HPL: Meta-thinking UAE values: accountability