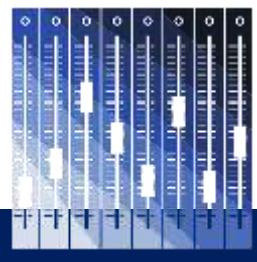
Production Arts Learning Journey

University Drama School Employment Apprenticeship



Design lighting or sound for second production

Design lighting or sound for first production

Production evidence and portfolio

Produce portfolio of evidence for each production

Act as LFX or SFX technician for second production

Act as LFX or SFX technician for first production

Perform lighting and sound for Antigone and Our Country's Good

Watch and analyse 3 professional work

Curious Incident

Hamilton

Write lighting and sound reports

YEAR 13

Design lighting and sound for Antigone and Our Country's Good

Lighting and sound design portfolios

Controlling sound for live performance - Jabberwocky

Controlling lighting for live performance - Jabberwocky

Nutcracker

Exploring software – Wysiwyg, Adobe audition and SCS

Exploring lighting and lighting report

Travelogue

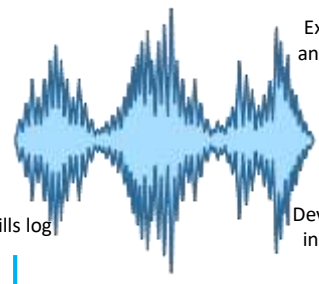
Travelogue Performance

Assessment: submission of portfolios

Skills audit and target setting

Lighting and sound skills

Exploring sound and sound report



Exploring video and video report

Skills log

Developing skills in lighting and sound

Evaluation of final piece

YEAR 12

Ideas log

C3 Logs and Performance

Developing lighting and sound ideas

Perform and Present ideas

Explore
Describe
Design
Audience
Analyse
Evaluate

Response to professional brief

Presentation on Nightmare Performance

Set up and perform C2 Nightmare script

C2 Performance Presentation and Portfolio

Revision of lighting and sound skills - Carousel

Fresnel
Parcan
PC Spot
Profile spot
Speaker
Amplifier
Rig
Gobo
Gel

Prepare documentation

YEAR 11

Skills development preparation and performance

Study second professional production

Write report into three productions studied

C1 Report

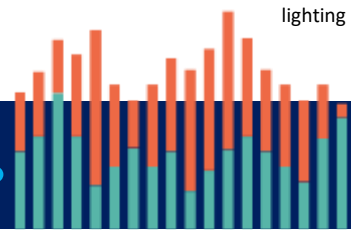
Developing ideas for Nightmare performance – opt for lighting or sound

Study third professional production

Intensity
Angle
Direction
Pitch
Meaning
Audience

Skills development lighting

Begin C1 lighting and sound in professional works



Introduction to lighting and sound

YEAR 10

Key tier 2 and 3 terminology

Skills development sound

Study first professional production

Practical lighting and sound skills

M.