

Core Concepts

- Theatre arts class **is** core curriculum and part of a basic education for **all** students
- Drama as a teaching tool **is** used frequently for integration with all other school subjects

Guiding Principles

- 100% participation maximizes the benefits for all
 - ◆ All students are included regardless of experience, natural ability, or language
 - ◆ Drama is not used as a reward or punishment for behavior in other classes
 - ◆ The teacher participates with the students as much as possible
- Creative choices lead to flexibility and control of the actor's tools: mind, body, and voice
 - ◆ There is no right or wrong answer **in creative expression**
 - ◆ We respect each others' choices and interpretations
 - ◆ Frequent challenges and **variations develop a wider range of creative flexibility**
- Noncompetitive play builds classroom community
 - ◆ There is no winner or loser in drama; everyone is an equal player
 - ◆ Everyone helps each other to succeed as individuals and as a group
- Structured play promotes safety, commitment, and creativity
 - ◆ Drama rules and consequences are clearly established and consistently **reinforced**
 - ◆ High expectations and a clear purpose make drama more effective **and fun**
- The process is more important than the product
 - ◆ **The goals are to develop** drama skills, **learn** vocabulary, and teach **theatre** standards
 - ◆ **The quality of the process (teaching) affects the quality of the** product (**performances**)