Lucy Kania – Two Day Intro to Costume Design Lesson Plan w/ Collage Project

Students will understand that:

- Costume design helps establish character and tell the story
- Costume design is informed by these elements:
    - ο World of the play: time, place, season, setting, genre/style
    - ο Character: psychology/personality, age, socioeconomic status, relationships
    - ο Visual elements: color, shape, texture, silhouette

Essential Questions:

- What does a costume tell you about a character?
- How do costumes help us tell the story?
- How can we use the elements listed above to create a costume design?

Students will know:

- The role of costumes in creating a character and telling a story
- The elements that inform costume design

Students will be able to:

- Create a design for one costume from a play they are familiar with
- Identify the elements of world of the play and character needed to create the design
- Use color, shape, and texture to create a costume design

Performance Task:

- Students will use collage to create a costume design for a familiar character in a particular scene and setting
- Example: Romeo or Juliet meeting, they pick the setting

- **Evidence:**
    - ο Collage costume design
    - ο Elements worksheet
    - ο Present design to class
- **Key Criteria:**
    - ο Answered all questions on worksheet
    - ο Created collage costume design that demonstrated understanding of/effort to implement design elements

    - ο Presented design to class

    Learning Plan:

- Introductions (5 min)

    o Everyone go around and say your name and your current favorite article of clothing.

- Warm-Up Game: 3 Changes (5 min)
    o Students partner up and have 1 minute to try to memorize what their partner looks like
    o Partners then turn back to back (or turn off cameras) and make 3 changes to their appearance (if on Zoom → changes must be visible in the Zoom camera).
    o Partners turn to face each other and try to identify the 3 changes their partner made
- Introduce and discuss elements of design (10 min)
    o Introduce broad categories: World of the Play and Character, and Visual Elements
    o Start with questions and write pertinent answers on the board:
        ▪ Personalize: How do you pick your clothes when you get dressed in the morning? What do you need to know about your day? If someone was gonna pick out an outfit for you what would they need to know about you?
        ▪ From play: If you were gonna design a costume for Juliet to wear to the ball what do you need to know about her as a character? About the play as a whole?
        ▪ Try to get as many from them as possible (translating their answers to key terms), then introduce the rest and discuss why they inform costumes
    o - Answers to write on the board:
        ▪ World of the Play:
            ▪ Time period
            ▪ Genre/Style
            ▪ Location
            ▪ Season/Weather
            ▪ Setting/Events
        ▪ Character:
            ▪ Personality/Psychology (Clarify/unpack these terms if need be - stuff that can go into this: favorite color, favorite clothing items, sense of style)
            ▪ Age
            ▪ Socioeconomic Status (clarify/unpack)
        ▪ Visual Elements:
            ▪ Color
            ▪ Texture/Material
            ▪ Shape/silhouette
- Show R&J Scene & Examples (15 min)
    o Franco Zephirelli (start around 2 min): https://www.youtube.com/watch?v=0nYG_wQMheg
    o Baz Lurhmann: https://www.youtube.com/watch?v=UAf2OuBkiBM
    o Show some more photos from both films to get an overall sense of their costume design
      → Discuss:

- What did you notice about the costumes? What costume choices stood out to you?
- What do these costume choices tell us about the time period the play is set in?
- What do these costume choices tell us about the setting (where the characters are)?
- What do these costume choices tell us about who the characters are?

- Introduce Collage Project (5 min)
  - Students will be designing costumes for Romeo, Juliet, and one additional character of your choosing (can be the Nurse, Paris, Mercutio, etc.) for this scene at the Capulet party where they meet, in a setting of the student's choosing.
  - You will be creating two costume "renderings" using collage -- but first, you need to decide on a setting (time & place).
    - Can be any historical time period or an imagined future one! The sky is the limit!
    - If a student is having trouble coming up with a setting suggest a popular decade like the '50s or '60s.
    - If a student is unfamiliar with Romeo & Juliet, or needs a refresher, there will be a summary available for them.
- Fill out worksheet (10 min)
  - Students pick the setting and additional character they will be designing for, and fill out worksheet:
    https://docs.google.com/document/d/1IK6H6uvcoImp47gYHRQIWNmBDvYf6pVqgtdEq82C72U/edit?usp=sharing
- Research & Vision Board (remaining ~25 min)
  - Research the time period/setting you have chosen. If you have chosen an imagined future setting, research other depictions of the future/space age/whatever you have chosen. Look at dystopian high fashion, sci fi, etc.
  - Create a "vision board" for your design.
    - You can use Pinterest or Google Drive - whatever works for you. But you must have at least 15 research/inspiration images (roughly 5 per character).
    - Show example vision board from my work:
      https://docs.google.com/presentation/d/1-qpbTW4Koh9UQK6W63e-2-38yBAFiAZ8bc3jNT0Znog/edit?usp=sharing

Day 2:
- Create collage costumes (25 min per character)
  - Provide students with basic body outlines on printer paper, scissors, glue sticks, and magazines/postcards/patterned paper (your basic collage supplies)
  - Students create their costume design by collaging on top of the body outline
    - Coach them to think about all of the answers on their worksheet, as well as about color, texture, and shape
    - Coach them to be creative and experiment, especially if they chose a more creative setting! Try out different colors, textures, shapes, lay them down and see how they look! How do they change the feel of the costume/character?