Shakespeare's
A Midsummer Night's Dream

A+
Middle School
Theatrical Design
PILOT CONTEST
2024-25

Dear Middle School Theatre Director,

We have had many requests over the years for a Middle School Theatrical Design Contest and I am excited to say that we are finally able to announce our PILOT CONTEST as part of the UIL A+ Academics contests for this school year!

Our goal is to balance the specialized needs of middle school programs regardless of size. We desire to engage students as they discover theatrical design while building skills they can grow and build for the high school contest. We have been interviewing teachers about their ideas for what might make this successful and we have looked at contests currently being offered in school districts at the middle school level. It was important to hear from teachers with almost non-existent programs as well as developed ones as we strive to make an accessible event that challenges students appropriately. I have always believed that anyone can be successful given adequate support and resources and the more we can study what is needed, the more we will be able to provide just that.

In an attempt to fully utilize our pilot contest this year, I hope most that you will participate in some way. Try offering the event within your own classes or in competition with other schools. If you have a high school design program in your district, engage them to help. If you have already been offering a middle school contest, try ours this year. However you choose to engage with the material, I also hope you will share your observations and feedback. We can only grow and improve this contest with your help. I hope that you will document your experience, share examples of the range of work you receive, give input on the evaluation criteria and complete a survey for me. I truly need your help to make this work! Our high school contest is in its 20th year and it is all that it is thanks to teachers and students communicating what works and what doesn't.

As you work through the prompt and challenges, should you have any questions, please do not hesitate to email me at uiltheatricaldesign.gomez@gmail.com.

Thank you in advance for your time and efforts. I can't wait to hear back from you!
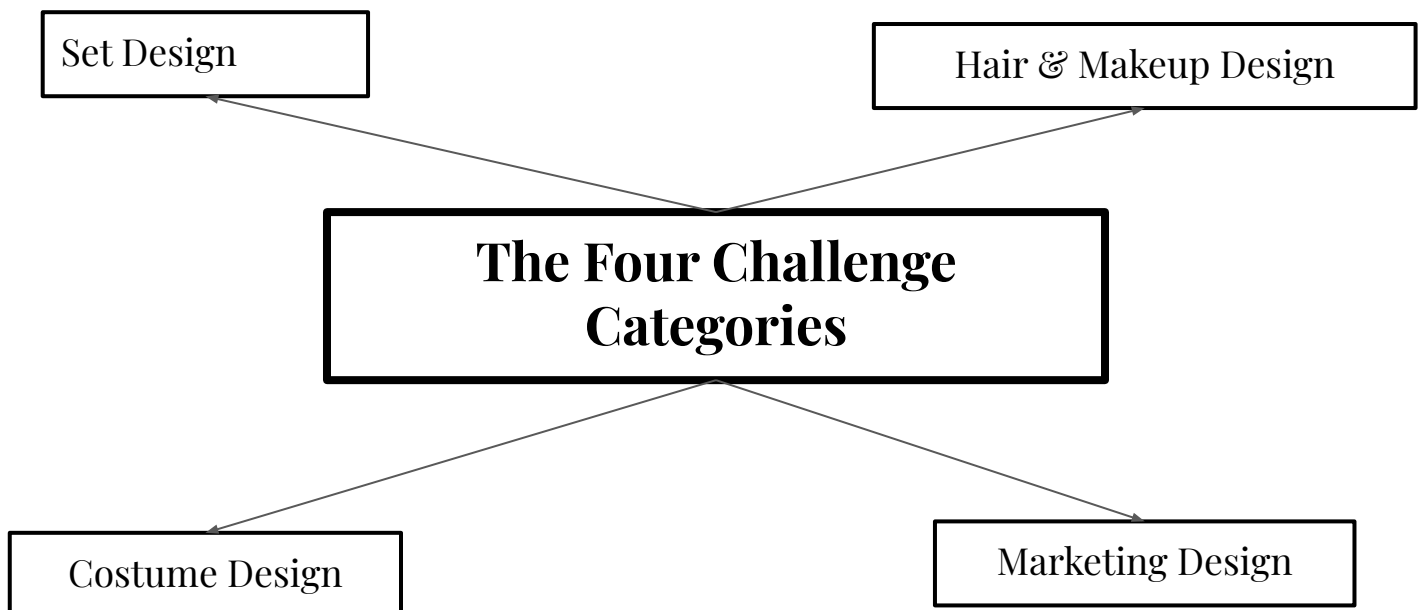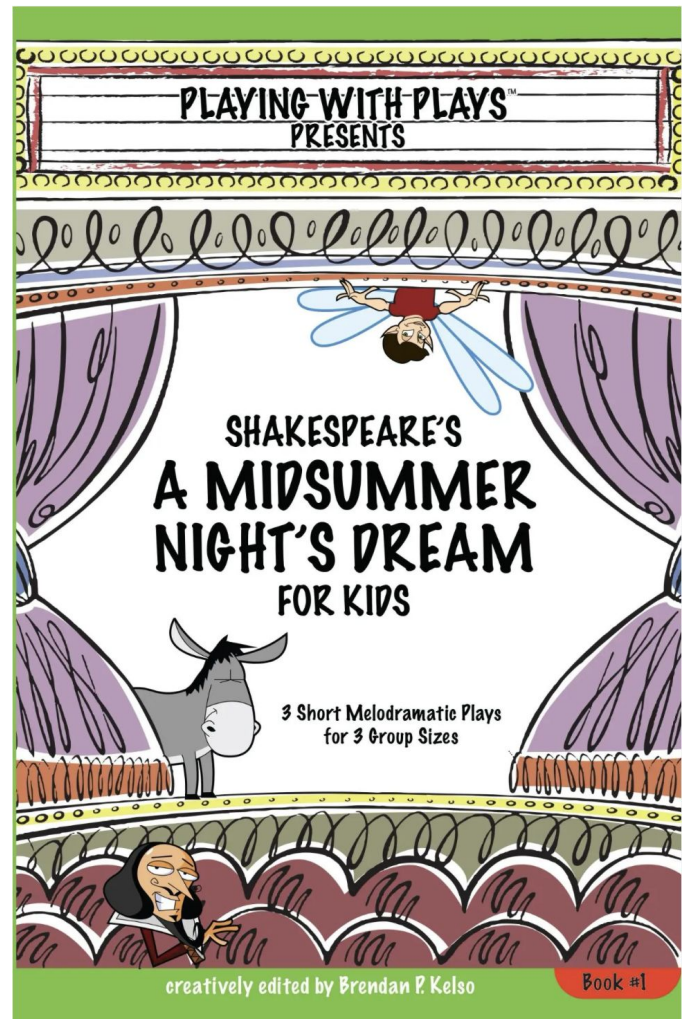
Rachael F Gomez

Rachael F. Gomez
State Contest Director
UIL Theatrical Design

For this challenge, we will be using the Playing With Plays script:

**Shakespeare's
A Midsummer Night's Dream**

One of the concerns expressed with play selection was that the reading length be manageable in a single class period chunk of time. Brendan P Kelso was recommended by some teachers who had worked with his scripts in their classes and loved them. What you will find in the book is the same play adapted for whatever size group you may have for reading it. For the purpose of design consistency, we will use the larger group (25 minute) version to provide the students with the most opportunities in design.

It should also be noted that you can purchase digital versions of the script to print yourself at a significant savings from purchasing the paperbacks. This ties in with our intention to keep any costs of doing the activity to a minimum.

Set Design

Hair & Makeup Design

**The Four Challenge
Categories**

Costume Design

Marketing Design

The Directorial Prompt

We will produce Shakespeare's **A Midsummer Night' Dream** in a way that it has not been produced before. Shakespeare's plays have been enjoyed throughout their history because of the engaging situations and characters who pull us into their world. A favorite adaptation of his work is to set the stories in another time and place and that is what you will be doing for your designs.

Choose another time and place as the setting for your design for our production. You should research your time and place and be able to share why you chose the time and place that you did for this specific story. It should not be just because you like that setting, but rather you think the setting truly fits what is happening in the world of the play. This play is full of magic and inspires your imagination
This gives you a lot of freedom to explore and apply creatively from throughout time before and into the future and all over the world.

I Can't wait to see what you come up with!

Rachael F Gomez

USING ART TO INSPIRE DESIGN!
Planning Sheet

In looking at your piece of art...

What are the major colors used?

What patterns or symbols are used in the artwork?

How would you describe the style of the artwork?

What do you think the artist was trying to capture from Alice in Wonderland?

What key elements do you most want to apply from this artwork to your design for the production?

Then decide...

Which scene in the story would make the best place to apply your inspirations?

Set could apply these details by..
Think what scenic items need to be present for the scene and what elements from the art inspiration are you going to use to create the world for the story to exist in.

Costume could apply these details by..
Think about what you know of the character you choose and what elements from the art inspiration are you going to use to personalize their costume.

Hair/Makeup could apply these details by..
Think about what you know of the character you choose and what elements from the art inspiration are you going to use to personalize their personal appearance.

Marketing could apply these details by..
Think about the overall feeling of the production your group is compiling and what elements you can use from the art inspiration in your marketing design.

SET DESIGN CHALLENGE

Students accepting the **Set Design Challenge** must submit the following:
- Design Justification Paper (100-200 word) that explains how the designer addressed the prompt within their designs.
- Inspiration Collage showing any images/words/objects that inspired their design.
- Drawing of the Set or Photo of Set Model for a scene of their choice include the **Title of the Play** and the **Scene Number.**

PLEASE NOTE:
- Students should include a human figure in their drawing or model to help indicate scale*.
- In drawings, any type of coloring media is permitted. Favorites include colored pencil, watercolor pencils, watercolor paints, markers and pens alone or in a mixture.
- Students may hand or computer draw their designs.
- Students building models should include a picture of the full front view, but may also include photos showing details up close
- Make sure labeling is very neat and readable

The GOAL of this entry is to convey what the designer feels are the most important elements of the prompt within their design and to illustrate effectively what the setting of the scene should look like so the production crew could make it happen as intended.

*REGARDING SCALE:
- Students are not required to draw or create their models to scale but should show their ideas relative to a human figure included.
- A good relative size of model would be a 0'½" = 1'0" size.
- Copy paper boxes are a good size to represent the theatre and a good container for their work.

COSTUME DESIGN CHALLENGE

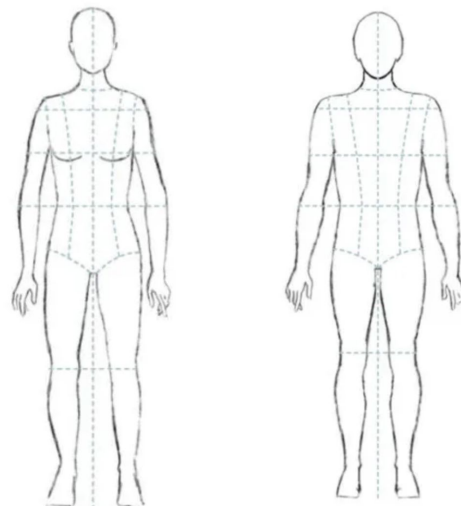Students accepting the **Costume Design Challenge** must submit the following:
- Design Justification Paper (100-200 word) that explains how the designer addressed the prompt within their designs.
- Inspiration Collage showing any images/words/objects that inspired their design.
- Separate Color Renderings for (2) Characters from the play that must include the **Title of the Play, Act & Scene** and the **Name of the Character.**

PLEASE NOTE:
- Students may use **Croqui** to draw their designs. (*Professionals prefer realistic human proportioned drawings as opposed to stylized or cartoon caricature types.*)
- Any type of coloring media is permitted. Favorites include colored pencil, watercolor pencils, watercolor paints, markers and pens alone or in a mixture.
- Students may hand or computer draw their designs.
- Renderings may have a slight background such as a wall/floor color.
- Make sure labeling is very neat and readable
- Students may add fabric swatches but are not required to.

SAMPLE CROQUI
Handout Provided

The GOAL of this entry is to convey what the designer feels are the most important elements of the prompt within their design and to illustrate effectively what the costumes should look like so the production crew could make it happen as intended.

Sample Croqui for Drawing Costume Designs
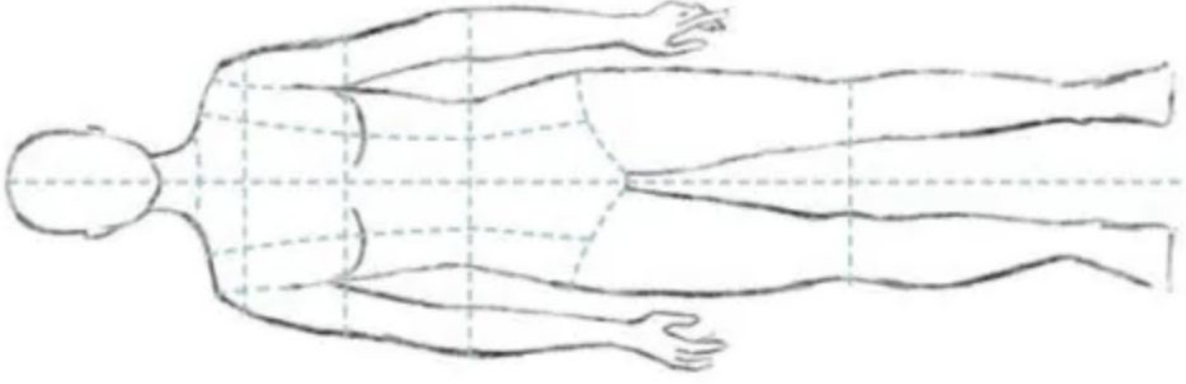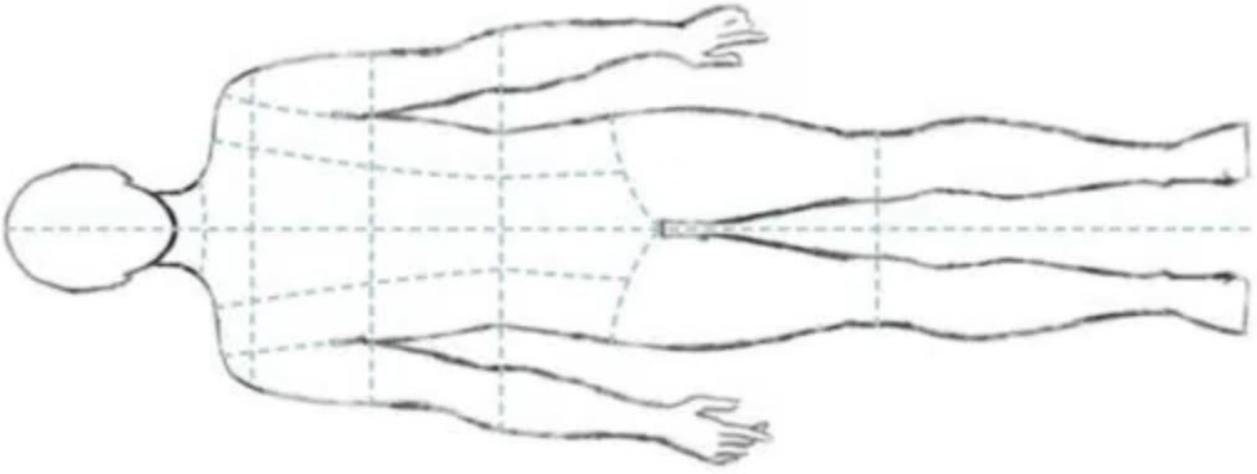
HAIR & MAKEUP DESIGN CHALLENGE

Students accepting the **Hair & Makeup Design Challenge** must submit the following:

- Design Justification Paper (100-200 word) that explains how the designer addressed the prompt within their designs.
- Inspiration Collage showing any images/words/objects that inspired their design.
- Separate Color Makeup/Hair Maps for (2) Characters from the play that must include the **Title of the Play, Act & Scene** and the **Name of the Character.**

PLEASE NOTE:
- Students may use the makeup map chart provided or create one of their own as a basis for showing their design.
- In drawings, any type of coloring media is permitted. Favorites include colored pencil, watercolor pencils, watercolor paints, markers and pens alone or in a mixture.
- Students may hand or computer draw their designs.
- Make sure all labeling is very neat and readable.

The GOAL of this entry is to convey what the designer feels are the most important elements of the prompt within their design and to illustrate effectively what the hair and makeup should look like so the production crew could make it happen as intended.

Additional Notes:
- The makeup template provides space to list the products to be used and a place to list the steps to create the makeup.
- Some makeup designers prefer to apply makeup to suit them on a model and then draw it afterwards.
- With the popularity of makeup tutorials, designers might think of the chart as their tutorial guide.
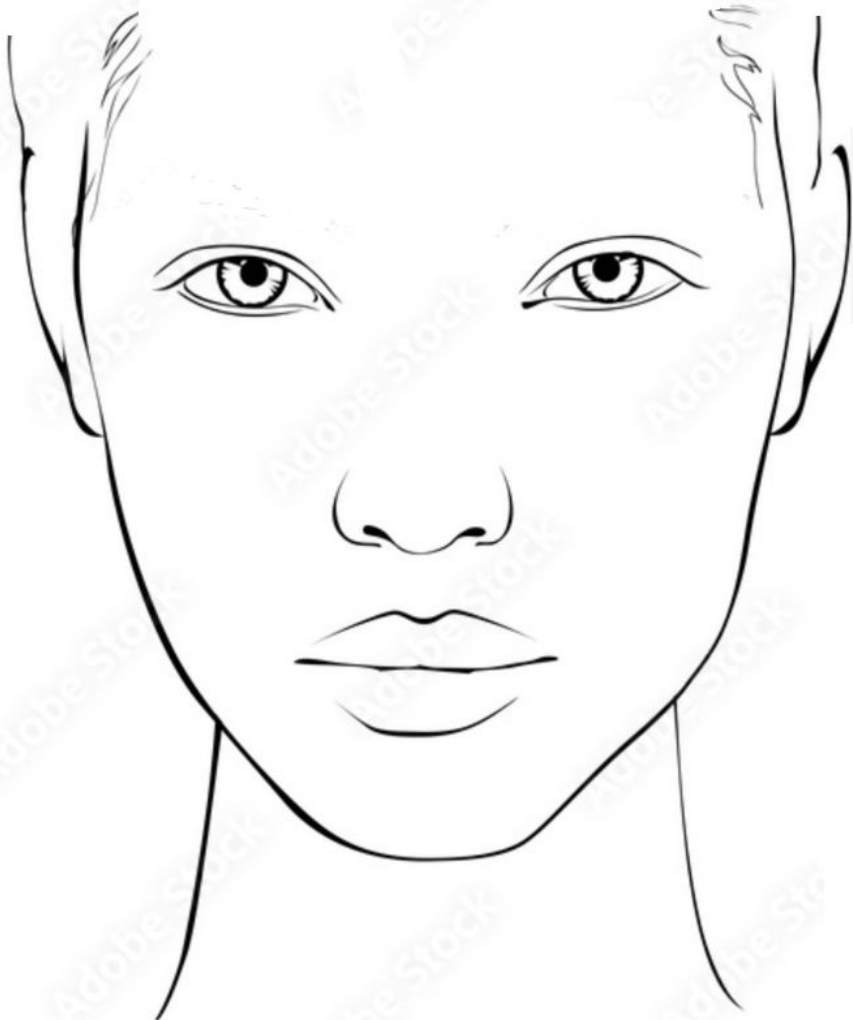- They may want to show a back view of the hair if it is detailed.

Play Title:_____

Character Name:_____

Act/Scene:_____

Application Steps:

Product Legend:

MARKETING DESIGN CHALLENGE

Students accepting the **Marketing Design Challenge** must submit the following:

- Design Justification Paper (100-200 word) that explains how the designer addressed the prompt within their designs.
- Inspiration Collage showing any images/words/objects that inspired their design.
- Drawing or Print out of a poster marketing the play which must include **Title of the Play, Playwright, Production Place, Time and Dates, How to get tickets** and list **League Middle School** as the producing organization.
- Drawing or Print out of a 4 page program (cover/2 inside pages/back).

PLEASE NOTE:
- Students may include artwork in the poster as long as it is original or they have obtained permission to use the image.
- In drawings, any type of coloring media is permitted. Favorites include colored pencil, watercolor pencils, watercolor paints, markers and pens alone or in a mixture and even collaging.
- Students may hand or computer draw their designs.
- Make sure all lettering is very neat and readable.

The GOAL of this entry is to convey what the designer feels are the most important elements of the prompt within their design and to illustrate effectively what the poster and program should look like so the production crew could make it happen as intended.

Additional Notes:
- The poster design should be the cover of the program
- Fictional names can be used
- Care should be taken to be sure that students are not using images they do not have the rights to use.
- The program back is an opportunity for the designer to get the audience to come back. Some ideas include "Save the Date" for future performances or other ways to help the department.

CONTEST LOGISTICS FOR TEACHERS

The **Middle School Theatrical Design Contest** can be conducted either digitally or in person depending on the organization wishes. In areas where very few schools want to enter, it might make sense to team up digitally with other schools outside of the area. An individual teacher might conduct a contest amongst their own students as a way to teach the design curriculum in a project based way.

The goal at this early stage is to get schools engaging their students in design and to provide a framework to allow them to participate competitively with their peers. By providing a contest prompt and requirements and ballot/judging criteria, schools can determine the submission process locally.

In situations where the contest is held in person, you might consider limiting sizes of each item to 9x12 or 12x18 (sizes of standard construction paper) and giving mounting instructions for display purposes. Some contests use tri-fold boards where others display mounted work on walls or art panels. It will depend on how much space is needed. The advantage of a live contest is that it creates an event and a powerful way to display student work. It does mean having to bring judges to the site to judge.

If the contest is digital, students will be inserting digital drawings or pictures of their drawings into a presentation template such as PowerPoint or Google Slides so the actual size of their work will not be an issue. It requires figuring out an effective way to submit/collect/distribute the entries to judges...etc, but technology is an amazing thing. The disadvantage is that the work stays in the digital world so it is a challenge to display to others all the hard work the students have done. However, it also means judges can judge from anywhere.

Ultimately, it is actually possible when there is enough interest to have a digital preliminary round and then bring finalists together for an in-person gallery/judging/awards.

An important part of the piece is acquiring qualified judges who will make this a good experience for your students and help them to grow their skills. If you have community theatre, higher education theatre and high school theatre level candidates, utilize those. Again, if it is submitted digitally, you don't have to concern yourself with travel. The key component is getting judges who will provide great feedback. A rubric and sample ballots are included to help.

Certificates indicating the designer's rating are a nice award. Until the contest is approved, it can not be an official UIL award.

If you need any assistance, please don't hesitate to email Rachael Gomez at uiltheatricaldesign.gomez@gmail.com with your questions.

THEATRICAL DESIGN CHALLENGE BALLOT
SET DESIGN

CONTESTANT NAME:

SCHOOL NAME: GRADE LEVEL:

TEACHER NAME:

The Requirements of this entry are as follows: (Check for completion)
- ❏ Design Justification Paper (100-200 word) that explains how the designer addressed the prompt within their designs.
- ❏ Inspiration Collage showing any images/words/objects that inspired their design.
- ❏ Drawing of the Set or Photo of Set Model for a scene of their choice include the **Title of the Play** and the **Scene Number.**

The GOAL of this entry is to convey what the designer feels are the most important elements of the prompt within their design and to illustrate effectively what the setting of the scene should look like so the production crew could make it happen as intended.

How well did the designer do towards achieving this goal?

What suggestions might you offer for improvement to the entry

Overall I Rate this entry as: (Select 1)
- ❏ **Exemplary**
- ❏ **Distinguished Merit**
- ❏ **Merit**
- ❏ **Honor**

_____   _____
JUDGE'S PRINTED NAME   **JUDGE SIGNATURE**

THEATRICAL DESIGN CHALLENGE BALLOT:
COSTUME DESIGN

CONTESTANT NAME:

SCHOOL NAME: GRADE LEVEL:

TEACHER NAME:

The Requirements of this entry are as follows: (Check for completion)
- ❏ Design Justification Paper (100-200 word) that explains how the designer addressed the prompt within their designs.
- ❏ Inspiration Collage showing any images/words/objects that inspired their design.
- ❏ Separate Color Renderings for (2) Characters from the play that must include the **Title of the Play, Act & Scene** and the **Name of the Character.**

The GOAL of this entry is to convey what the designer feels are the most important elements of the prompt within their design and to illustrate effectively what the costumes should look like so the production crew could make it happen as intended.

How well did the designer do towards achieving this goal?

What suggestions might you offer for improvement to the entry

Overall I Rate this entry as: (Select 1)
- ❏ **Exemplary**
- ❏ **Distinguished Merit**
- ❏ **Merit**
- ❏ **Honor**

_____   _____

JUDGE'S PRINTED NAME   **JUDGE SIGNATURE**

THEATRICAL DESIGN CHALLENGE BALLOT
HAIR & MAKEUP DESIGN

CONTESTANT NAME:

SCHOOL NAME: GRADE LEVEL:

TEACHER NAME:

The Requirements of this entry are as follows: (Check for completion)

❏ Design Justification Paper (100-200 word) that explains how the designer addressed the prompt within their designs.

❏ Inspiration Collage showing any images/words/objects that inspired their design.

❏ Separate Color Makeup/Hair Maps for (2) Characters from the play that must include the **Title of the Play, Act & Scene** and **Name of the Character.**

The GOAL of this entry is to convey what the designer feels are the most important elements of the prompt within their design and to illustrate effectively what the hair and makeup should look like so the production crew could make it happen as intended.

How well did the designer do towards achieving this goal?

What suggestions might you offer for improvement to the entry

Overall I Rate this entry as: (Select 1)

❏ **Exemplary**

❏ **Distinguished Merit**

❏ **Merit**

❏ **Honor**

_____   _____

JUDGE'S PRINTED NAME   **JUDGE SIGNATURE**

THEATRICAL DESIGN CHALLENGE BALLOT
MARKETING DESIGN

CONTESTANT NAME:

SCHOOL NAME: GRADE LEVEL:

TEACHER NAME:

The Requirements of this entry are as follows: (Check for completion)

- ❏ Design Justification Paper (100-200 word) that explains how the designer addressed the prompt within their designs.
- ❏ Inspiration Collage showing any images/words/objects that inspired their design.
- ❏ Drawing or Print out of a poster marketing the play which must include **Title of the Play, Playwright, Production Place, Time and Dates, How to get tickets** and list **League Middle School** as the producing organization.
- ❏ Drawing or Print out of a 4 page program (cover/2 inside pages/back)

The GOAL of this entry is to convey what the designer feels are the most important elements of the prompt within their design and to illustrate effectively what the poster and program should look like so the production crew could make it happen as intended.

How well did the designer do towards achieving this goal?

What suggestions might you offer for improvement to the entry

Overall I Rate this entry as: (Select 1)
- ❏ **Exemplary**
- ❏ **Distinguished Merit**
- ❏ **Merit**
- ❏ **Honor**

_____   _____
JUDGE'S PRINTED NAME   **JUDGE SIGNATURE**