

**Comedy**  
**Section: CQS84QQB-24**  
**Spring 2024**  
**2023-2024 School Year**  
**Instructor: S. Manas**

Learning Standards:

*Course Objective:*

Students will explore their personal voice and individual expression by writing comedy sketches in the correct structure.

*New York State Learning Standards for the Arts*

**HS Proficient MA:Cr1.1.HSI**

- a. Use identified generative methods to formulate multiple ideas and develop artistic goals for media artwork

**HS Proficient MA:Cr2.1.HSI**

- a. Apply criteria to develop, propose and refine artistic ideas and production processes for media artwork considering original inspiration, goals and presentation context.

**HS Proficient TMA:Pr4.1.HSI**

- a. Consider the interaction and reaction of the audience when viewing and/or experiencing various media arts productions that integrate various arts, media arts forms, content and process

**HS Proficient MA:Cn11.1.HSI**

- a. Demonstrate and explain how media artwork and ideas relate to various social, economic, historical, and cultural contexts, purposes, and values.

Next Gen Standards:

**9-10W1f:** Maintain a style and tone appropriate to the writing task.

**9-10W3b:** Use narrative techniques, such as dialogue, pacing, description, reflection, and plot line(s) to develop experiences, events, and/or characters.

**9-10W4:** Create a poem, story, play, artwork, or other response to a text, author, theme or personal experience; demonstrate knowledge and understanding of a variety of techniques and genres. Explain divergences from the original when appropriate

### Course Description:

Students will learn the structure of a comedy sketch and learn how to write various types of comedy sketches. They will participate in writers rooms where they will critique each others' work and pitch jokes. Finally, students will edit one sketch based on feedback from the writers rooms.

### Calendar\*\*:

Class Number	Classwork	Asynchronous/HW
1.	Introduction to Sketch Comedy Class; What is sketch comedy?	
2	Sketch components: premise/game	Bring in 3 premises for next class
3.	Sketch components: character	Bring in 3 characters for next class
4	Sketch Structure: Rule of 3/heightening/punching up a script	Sketch components: jokes/punching up a script
5	Script Formatting	Fill in the format worksheet
6	Genre Parody Sketches Intro	
7	Genre parody planning worksheet	
8	Genre parody script	
9	Genre parody script	
10	Genre parody writers room	
11	Commercial Parody Intro	
12	Commercial Parody planning sheet	
13	Commercial parody script	

14	Commercial parody script	
15	Commercial parody script	
16	Commercial parody writers room	
17	Town Hall Sketches Intro	Come up with a premise for a shopkeeper sketch
18	Town Hall planning worksheet	
19	Town Hall script	
20	Town hall script	
21	Town hall writers room	
22	Shopkeeper Sketches Intro	
23	Shopkeeper planning sheet	
24	Shopkeeper script	
25	Shopkeeper script	
26	Shopkeeper Writers Room	
27	Edit 1 sketch	
28	Finish editing 1 sketch	
29	Makeup Work	

*\*\*subject to change based on student needs\*\**

Materials and Texts:

- Various sketches as examples
- Smart board
- Computers
- Pencils

- Planning worksheets
- Celtx.com program

### Grading Policy:

#### Projects -35%

Students will be assigned at least one project every semester. Some will have written components, some a performance/practical component, and some both. Students will be provided a rubric that the teacher will go over to assist them in completing the project to the best of their ability. Students are encouraged to frequently refer back to the rubric when completing projects.

#### Classwork – 15%

Students will first practice sound design and sound technician skills in class. You will either receive a 100% for having completed it with clear effort or a 0 for having not completed. Classwork must show an effort has been made to be considered complete.

#### Homework – 10%

For homework, you will either receive a 100% for having completed it with clear effort or a 0 for having not completed it. Homework must show an effort has been made to be considered complete.

#### Attendance – 20%

You must come to class and you must be on time. You will receive 2 points (100%) for being present and on time, 1 point (50%) for being late, and zero points (0%) for an unexcused absence or cut.

#### Participation – 20%

When you are in class please participate. This is an easy way to boost your grade.