

Drama Program

TDChristian has an extensive Drama program overseen and led by Mr. Peters that produces a constant buzz of activity throughout the year. Here is some of what is planned for this year.

Our Town

Our Town Mr. Peters, along with a team of supporters, will mount "Our Town" from December 10 to 13, 2025.

Students who wish to know more or get involved in any aspect of the show (including tech, backstage, or costumes), should make sure they check the announcements and Edsby in September. Questions? Ask Mr. Peters or send him an Edsby message.

The Black Box

Make sure to visit one of the best classrooms in the school. This room is equipped with lighting, sound, and a growing costume and properties room for tech and design students to learn their trades. It is also where our Grade 9 students take Drama, which is a component of the Integrated Arts credit taken by all students. It is a lot of fun!

This part of the course focuses on improvisation. While few graduates pursue careers as professional improvisers, the skills learned, the confidence built, and the composure under pressure experienced serve students throughout their lives... and for presentations at TDChristian.

Improv

On many Wednesdays and Fridays our Improv teams perform improvised comedy in the Black Box for other students in the school! Our school improv teams have participated in the Canadian Improv Games since 2013. Through the years our participation has resulted in tremendous learning and excellent placements in the Toronto Regionals, including two 1st place, two 2nd place, and three 3rd place finishes, as well as a 6th place finish in the Nationals held in Ottawa. In 2023-24, TDChristian teams placed 2nd, 3rd, and 4th in the Toronto Regionals. Email peters@tdchristian.ca to find out more about our Improv program.

Volunteering for the Drama Department

Know about putting on a show, interested in painting, building sets, sewing costumes, finding props, or helping in some other way? Email Mr. Peters at peters@tdchristian.ca.

