

# Video Production Workshop Overview

Content Area: **Technology Literacy**  
Course(s): **VIDEO PRODUCTION WORKSHOP**  
Time Period:  
Length: **90 Days**  
Status: **Published**

## Cover

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### **EAST BRUNSWICK PUBLIC SCHOOLS**

**East Brunswick New Jersey**

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Course Adoption: 12/13/2001

Curriculum Adoption: 12/13/2001

Date of Last Revision Adoption: 9/1/2017

## Course Overview

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## COURSE DESCRIPTION

LIGHTS! CAMERA! ACTION! The video production workshop course will allow students to continue to develop advanced skills in the areas of studio and news/broadcast production as well as developing advanced skills in video editing. This course is project based and will focus on field work in capturing footage, studio production in producing live three-camera video shows and in understanding and applying the correct use of transitions, effects, sound and camera shot angles to produce professional-like demonstration reels.

## COURSE SCOPE AND SEQUENCE

| Sequential Unit Description       | Other Pacing<br>Guide<br>References | Proficiency (Summative)<br>Assessments  |
|-----------------------------------|-------------------------------------|---|
| Unit 1 – Project Idea Submissions | 7 weeks                             | <ul style="list-style-type: none"><li>• Project evaluations:<br/>Periodic individualized conferences with teacher to provide formative assessment and final project summative grade based on a specific rubric</li></ul>  |
| Unit 2 – Portfolio Disc Authoring | 1 week                              | <ul style="list-style-type: none"><li>• Disc menu evaluation:<br/>Periodic individualized conferences with teacher to provide formative assessment and final project summative grade based on a specific rubric</li></ul> |
| Unit 3 – Disc Art Design          | 1 week                              | <ul style="list-style-type: none"><li>• Disc art evaluation:<br/>Periodic individualized conferences with teacher to provide formative assessment and final project summative grade</li></ul>                             |

based on a  
specific rubric

## **CONTENT FOCUS AREA AND COURSE NAME**

### **Course Name: Video Production Workshop, #1015**

| Course Number | School Numbers | Course Level | Grade(s) | Credits | Min. Per Week | Elective/Required | Initial Course Adopted |
|---------------|----------------|--------------|----------|---------|---------------|-------------------|------------------------|
| 1015          | 050            | S            | 10-12    | 1.25    | 210           | E                 | 12/13/01               |

## **Textbooks and Other Resources**

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### **Reference Textbooks:**

Adobe Premiere 5.0, Classroom in a Book, Adobe press, Adobe Systems Inc., San Jose, California. 1998

Television Production: A Classroom Approach, Instructors' Edition, K. Kyker, C. Curchy; Libraries Unlimited, Inc., Englewood, Colorado. 1993.

The Videomaker Handbook – A Comprehensive Guide To Making Video, Editors of Videomaker Magazine; Focal Press. 1996

Television Production Today, Mark Bielak; National Textbook Company, Lincolnwood, Illinois. Third Edition. 1996.

Educator's Survival Guide to TV Production Equipment and Setup, C. Curchy and K. Kyker; Libraries unlimited, Inc., Englewood, Colorado. 1998

### **Software:**

Adobe Illustrator 8.0Macromedia Director 6.5

Adobe PhotoShop 5.5iMovie

Final Cut Pro

### **Videos:**

“Television Production: A Classroom Approach,” produced by K. Kyker and C. Curchy; 1993

“The Videomaker TV Show,” Videomaker, Inc., Chico, CA. Volume 2,1993 and Episode #1, 1994.

“Secrets of Successful Videomakers,” Videomaker, Inc., Chico, CA.

“Video Editing,” Videomaker, Inc., Chico, CA. 1994

“The Video Series,” Volume 1, Number 1, Videomaker, Inc, Chico, CA. 1991

“Lighting Techniques,” Videomaker, Inc., Chico, CA. 1996

“Sound Success,” Videomaker, Inc., Chico, CA. 1997

“Basic Shooting,” Videomaker, Inc., Chico, CA. 1994

## Standards

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|                 |  |
|-----------------|--|
| 9.3.12.AR.1     | Analyze the interdependence of the technical and artistic elements of various careers within the Arts, A/V Technology & Communications Career Cluster. |
| 9.3.12.AR.4     | Analyze the legal and ethical responsibilities required in the arts, audio/visual technology and communications workplace.                             |
| 9.3.12.AR.5     | Describe the career opportunities and means to achieve those opportunities in each of the Arts, A/V Technology & Communications Career Pathways.       |
| 9.3.12.AR.6     | Evaluate technological advancements and tools that are essential to occupations within the Arts, A/V Technology & Communications Career Cluster.       |
| 9.3.12.AR-AV.1  | Describe the history, terminology, occupations and value of audio, video and film technology.  |
| 9.3.12.AR-AV.2  | Demonstrate the use of basic tools and equipment used in audio, video and film production.   |
| 9.3.12.AR-AV.3  | Demonstrate technical support skills for audio, video and/or film productions.   |
| 9.3.12.AR-AV.4  | Design an audio, video and/or film production.   |
| 9.3.12.AR-JB.1  | Describe the diversity of functions within the Journalism & Broadcasting Career Pathway.   |
| 9.3.12.AR-JB.2  | Demonstrate writing processes used in journalism and broadcasting.   |
| 9.3.12.AR-JB.3  | Plan and deliver a media production (e.g., broadcast, video, Internet and mobile).   |
| 9.3.12.AR-JB.4  | Demonstrate technical support related to media production (e.g., broadcast, video, Internet, mobile).  |
| 9.3.12.AR-PRF.5 | Explain key issues affecting the creation of characters, acting skills and roles.  |
| 9.3.12.AR-PRF.6 | Create stage, film, television or electronic media scripts in a variety of traditional and current formats.  |
| 9.3.12.AR-PRF.7 | Describe how technology and technical support enhance performing arts productions.   |
| CRP.K-12.CRP1   | Act as a responsible and contributing citizen and employee.  |
| CRP.K-12.CRP2   | Apply appropriate academic and technical skills.   |
| CRP.K-12.CRP4   | Communicate clearly and effectively and with reason.   |
| CRP.K-12.CRP6   | Demonstrate creativity and innovation.   |
| CRP.K-12.CRP8   | Utilize critical thinking to make sense of problems and persevere in solving them.   |
| CRP.K-12.CRP9   | Model integrity, ethical leadership and effective management.  |

## **Grading and Evaluation Guidelines**

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### **GRADING PROCEDURES**

In terms of proficiency level the East Brunswick grades equate to:

- A    Excellent - Advanced Proficient
- B    Good Above Average - Proficient
- C    Fair - Proficient
- D    Poor - Minimally proficient
- F    Failing - Partially Proficient

### **COURSE EVALUATION**

Each quarter students will be evaluated with tests and programming assignments using a total point basis to determine the quarter average. The semester/course average will be a weighted average of the 2 quarter averages (40% each) and a final exam (20%); in a full year course, each quarter is worth 20% of a student's final grade and each exam (midterm & final) is worth 10% of the student's final grade.

Course achievement will be evaluated based on the percent of all pupils who achieve the minimum level of proficiency (final average grade) in the course. Student achievement levels above minimum proficiency will also be reported. Final grades, and where relevant mid-term and final exams, will be analyzed by staff for the total cohort and for sub-groups of students to determine course areas requiring greater support or modification.

#### **Video Production Skills 50%:**

Camera Work

Video Editing Skills

Planning

Time Management

#### **Projects 50%:**

Completeness

Proper use of resources

Ability to direct and manage project

Ability to follow project requirements

## **Other Details**

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### **11097 Audio/Video Technology and Film—Independent Study**

Audio/Video Technology and Film—Independent Study courses, often conducted with instructors as mentors, enable students to explore topics of interest related to A/V technology or film. Independent Study courses may serve as an opportunity for students to expand their expertise in a particular application, to explore a topic in greater detail, or to develop more advanced skills.