

# Unit 1: Introduction to TV Production

Content Area: **Arts**  
Course(s): **Acting Works F**  
Time Period: **Generic Time Period**  
Length: **Two Weeks (and ongoing)**  
Status: **Published**

## Standards

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MA.9-12.1.2.12acc.Pr6b	Evaluate the benefits and impacts at the personal, local and social level from presenting media artworks, such as benefits to people or to a situation.
MA.9-12.1.2.12acc.Re7a	Analyze and synthesize the qualities and relationships of the components in a variety of media artworks and how they impact an audience.
MA.9-12.1.2.12acc.Re7b	Analyze how a broad range of media artworks affect audience experience, as well as create intention and persuasion through multimodal perception when addressing global issues including climate change.
VPA.1.1.12.A.1	Articulate understanding of choreographic structures or forms (e.g., palindrome, theme and variation, rondo, retrograde, inversion, narrative, and accumulation) in master works of dance.
VPA.1.1.12.A.2	Categorize the elements, principles, and choreographic structures of dance masterworks.
VPA.1.1.12.A.CS1	Creating master works in dance requires ability to comprehend, articulate, and manipulate time, space, and energy across and within a broad spectrum of choreographic structures and through the use of many choreographic devices.
VPA.1.1.12.A.CS2	Acute kinesthetic awareness and mastery of composition are essential for creating and interpreting master works of art.
VPA.1.4.12.B.1	Formulate criteria for arts evaluation using the principles of positive critique and observation of the elements of art and principles of design, and use the criteria to evaluate works of dance, music, theatre, visual, and multimedia artwork from diverse cultural contexts and historical eras.
VPA.1.4.12.B.2	Evaluate how an artist's technical proficiency may affect the creation or presentation of a work of art, as well as how the context in which a work is performed or shown may impact perceptions of its significance/meaning.
VPA.1.4.12.B.CS2	The cohesiveness of a work of art and its ability to communicate a theme or narrative can be directly affected by the artist's technical proficiency as well as by the manner and physical context in which it is performed or shown.
VPA.1.4.12.B.CS3	Art and art-making reflect and affect the role of technology in a global society.
TECH.8.1.12.B	Creativity and Innovation: Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.
TECH.8.1.12.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.
TECH.8.1.12.B.CS2	Create original works as a means of personal or group expression.
TECH.8.1.12.C.CS1	Interact, collaborate, and publish with peers, experts, or others by employing a variety of digital environments and media.
TECH.8.1.12.C.CS2	Communicate information and ideas to multiple audiences using a variety of media and formats.
TECH.8.1.12.C.CS3	Develop cultural understanding and global awareness by engaging with learners of other cultures.

How do we analyze and react to media artworks? How do media artworks function to convey meaning and influence audience experience?

Media artists present, share and distribute media artworks through various social, cultural, and political contexts.

## **Enduring Understandings**

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1. Understanding the roles and responsibilities within a TV production team.
2. The process of creating a live TV broadcast, from planning to execution.
3. The importance of collaboration and communication in TV production.
4. The impact of TV production on the audience and society.

## **Essential Questions**

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1. What are the key roles in a TV production team and their responsibilities?
2. How does live TV production differ from pre-recorded video production?
3. What are the challenges and benefits of live broadcasting?
4. How does TV production influence public opinion and culture?

## **Knowledge and Skills**

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Students will be able to:

- Identify and describe the roles of anchors, directors, producers, camera operators, and other crew members.
- Plan and execute a live TV broadcast, including scripting, rehearsing, and live filming.
- Operate TV production equipment such as cameras, switchers, and audio boards.
- Develop and follow a production schedule.
- Create/pitch story ideas and scheduling
- Work collaboratively to solve problems and make quick decisions during live broadcasts.
- Analyze the impact of TV production on viewers and society.

## **Resources**

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### Unit 1 Vocab/Terminology:

Anchor

Director

Producer

Teleprompter

Switcher

Live Feed

B-Roll

Lower Thirds

Rundown

Cue

### Unit 1 Films/Shows:

Broadcast News (1987), dir. James L. Brooks

Selected episodes of The Newsroom (2012-2014)

### Equipment/Programs used:

Studio cameras

Switchers

Audio boards

Teleprompters

Editing software (Adobe Premiere Pro)

## **Transfer Goals**

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1. Effective Team Collaboration in TV Production: Students will develop the ability to work effectively

within a TV production team, understanding and fulfilling their roles and responsibilities. They will be able to plan, execute, and evaluate live TV broadcasts, demonstrating strong collaboration and communication skills.

2. Critical Understanding of TV Production's Impact: Students will gain a critical understanding of how TV production influences public opinion and culture. They will be able to analyze and discuss the societal impact of TV broadcasts, considering both the challenges and benefits of live broadcasting.

## **Assessment**

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[Assessments](#)

## **Modifications**

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[Modifications](#)