Unit 3: Storytelling and Interviews

Content Area: **Arts**
Course(s): **TV Studio Broad**
Time Period: **Marking Period 1**
Length: **Two Weeks (and ongoing)**
Status: **Published**

Standards

VPA.1.1.12.D.CS2	Stimuli for the creation of artworks can come from many places, including other arts disciplines.
VPA.1.2.12.A.CS2	Access to the arts has a positive influence on the quality of an individual's lifelong learning, personal expression, and contributions to community and global citizenship.
VPA.1.3.12.C.2	Create and evaluate performances by citing evidence of specific physical choices, sustained vocal technique, and clearly motivated actions.
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.3	Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world.
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.A.CS1	Understand and use technology systems.
TECH.8.1.12.A.CS2	Select and use applications effectively and productively.
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.CS4	Contribute to project teams to produce original works or solve problems.

Enduring Understandings

1. The art of storytelling by conducting and crafting compelling interviews.
2. The techniques to identify and uncover compelling stories in everyday life.
3. The process of filming and editing interviews to create engaging broadcast stories.

Essential Questions

1. How can we find and identify compelling stories in our community?
2. What techniques make an interview engaging and informative?

3. How can editing enhance the narrative of a broadcast story?

Knowledge and Skills

Students will be able to:

- Identify and research potential story subjects within their community.
- Develop interview questions that elicit meaningful and personal responses.
- Conduct interviews with confidence and professionalism.
- Film interviews using appropriate techniques to capture high-quality audio and video.
- Edit interviews to create a cohesive and engaging story.
- Incorporate B-roll and other visual elements to enhance the narrative.

Resources

Resources

- Unit 3 Vocab/Terminology:
- Focus Statement
- Human Interest Story
- Interview Techniques
- B-Roll
- Soundbite
- Narrative Arc
- Voiceover
- Cutaway
- Natural Sound

Unit 3 Films/Shows:

- Selected segments from “Steve Hartman’s On the Road” series
- “Humans of New York” interviews

Equipment/Programs used:

- Portable cameras and microphones
- Editing software (Adobe Premiere Pro, Final Cut Pro)
- Storyboarding tools

Transfer Goals

1. Effective Storytelling: Students will develop the ability to find and tell compelling stories through interviews, enhancing their skills in journalism and media production.

2. Community Engagement: Students will learn to connect with their community, fostering a deeper understanding and appreciation of diverse perspectives and experiences.

Assessments

Assessments

Modifications

Modifications