Unit 2: Advanced TV Production Techniques

Content Area: **Arts**
Course(s): **Acting Works F**
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. Explore and master advanced techniques used in live TV production.
2. How technology is utilized to enhance the quality and effectiveness of TV broadcasts..
3. The ethical considerations and responsibilities involved in TV journalism and production.

Essential Questions

1. What technological advancements are shaping the future of TV production?
2. What ethical dilemmas might arise in TV production, and how can they be addressed?

3. How do different camera angles and editing techniques enhance a broadcast?

Knowledge and Skills

Students will be able to:

- Utilize advanced camera techniques and shot compositions.
- Implement special effects and graphics in live broadcasts.
- Manage live interviews and remote segments.
- Understand and apply ethical standards in TV journalism.
- Troubleshoot technical issues during live broadcasts.
- Evaluate the effectiveness of different production techniques.

Resources

Unit 2 Vocab/Terminology:

- Multi-Camera Setup
- Live Streaming
- Remote Broadcast
- Graphics Overlay
- Special Effects
- Ethical Journalism
- FCC Regulations
- Viewer Ratings
- Audience Engagement

Unit 2 Films/Shows:

- Good Night, and Good Luck (2005), dir. George Clooney
- Selected episodes of “60 Minutes”

Equipment/Programs used:

- Advanced editing software (After Effects)
- Live streaming platforms
- Remote broadcast equipment

Transfer Goals

1. Professional TV Production Skills: Students will develop the skills necessary to plan, produce, and broadcast a live TV show, preparing them for careers in TV production and journalism.
2. Ethical and Critical Thinking: Students will cultivate the ability to think critically about the ethical implications of their work and make informed decisions that uphold journalistic integrity.

Assessments

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Modifications

Modifications