

# Unit 3 Video Editing Project

Content Area: **Technology**  
Course(s):  
Time Period: **February**  
Length: **5 Days**  
Status: **Published**

## Unit Overview

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Students learn about various specialized aspects of video production. Topics include editing, special effects, computer graphics integration, greenscreen, and stop motion. Students will create original short films using these techniques, on topics that are integrated with classroom instruction. Films are published and shown at an end-of-unit "film festival" for the class.

## Standards

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CS.3-5.8.1.5.CS.3	Identify potential solutions for simple hardware and software problems using common troubleshooting strategies.
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## Materials

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- Laptops
- iPads

## Assessment

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### Formative Assessment

- Teacher Observation
- Checks for Understanding
- Exit Tickets

### Summative Assessment

- Performance Tasks & Projects

## Accommodations & Modifications

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### Special Education

- Follow IEP Plan which may contain some of the following examples...
- In class/pull out support with special ed teacher or assistant

- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## 504

- In class/pull out support with special ed teacher or assistant
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## ELL

- Translation device/dictionary
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## At-risk of Failure

- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## Gifted & Talented

- Independent projects
- Online games
- Extension activities

## Interdisciplinary Connections

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## Career Readiness, Life Literacies & Key Skills

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TECH.9.4.2.TL.1

Identify the basic features of a digital tool and explain the purpose of the tool (e.g., 8.2.2.ED.1).

TECH.9.4.2.TL.6

Illustrate and communicate ideas and stories using multiple digital tools (e.g., SL.2.5.).

TECH.9.4.5.CT.3

Describe how digital tools and technology may be used to solve problems.

TECH.9.4.5.CT.4

Apply critical thinking and problem-solving strategies to different types of problems such as personal, academic, community and global (e.g., 6.1.5.CivicsCM.3).