

Unit II: Editing

Content Area: **Technology**
Course(s): **Video Production II**
Time Period: **4 weeks**
Length: **Weeks**
Status: **Published**

Unit Overview

This unit will cover areas of:

- Editing systems
- Program Editing Basics
- Non-Linear Editing
- Producing Quality Programs
- Understand how to use a Non-Linear Editing Software.

Transfer

Students will be able to independently use their learning to:

- Identify the difference between linear editing and non-linear editing process.
- Summarize the creation and use of an edit decision list.
- Recall the application of edit transitions
- Summarize the steps involved in non-linear editing.
- Demonstrates the steps needed in order to perform a non-linear editing.

Meaning

Understandings

After completing this unit, students will be able to:

- Identify the difference between linear editing and non-linear editing process.
- Summarize the creation and use of an edit decision list.
- Recall the application of edit transitions
- Summarize the steps involved in non-linear editing.
- Demonstrates the steps needed in order to perform a non-linear editing.

Essential Questions

- Linear Editing.... non-linear editing.... saw what?
- Is a "Star Wipe" the only transition I will need?
- What software program am I going to use to edit my footage with?

Application of Knowledge and Skill

Students will know...

Students will know:

- How to summarize the creation and use of an edit decision list.
- How to recall the application of edit transitions
- How to summarize the steps involved in non-linear editing.
- How to demonstrate the steps needed in order to perform a non-linear editing.

Students will be skilled at...

Students will be skilled at...

- Identifying the differences between linear editing and non-linear editing process.
- Summarizing the creation and use of an edit decision list.
- Recalling the applications of edit transitions
- Summarizing the steps involved in non-linear editing.
- Demonstrating the steps needed in order to perform a non-linear editing.

Academic Vocabulary

- audio delay edit
- bin
- capture
- clip
- digitize
- dub
- dup

- edit decision list (EDL)
- edit point
- edit transition
- editing
- editor
- export
- linear editing system
- matched cut
- non-linear editing system (NLE)
- pace
- time base corrector (TBC)
- time coding
- trimming
- video delay edit

Learning Goal 1

Students will understand the difference between Linear and Non-Linear editing.

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.

Target 1

Students will participate in class discussion and work sheets on linear editing.

Target 2

Students will participate in class discussion and work sheets on non-linear editing.

Learning Goal 2

Students will be able to identify and recall the concepts of edit decision list, and transitions.

Target 1

Students will participate in class discussion, work sheets, and use of edit decision list in an editing assignment.

Target 2

Students will participate in class discussion, work sheets, and use of transitions in an editing assignment.

Learning Goal 3

Students will be able to use the non-linear editing software to edit video clips together.

VPA.1.3.12.D.2	Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding.
TECH.8.1.12.C.CS2	Communicate information and ideas to multiple audiences using a variety of media and formats.
TECH.8.1.12.D.1	Demonstrate appropriate application of copyright, fair use and/or Creative Commons to an original work.

Target 1

Students will participate in class discussion, and work sheets for a non-linear editing software program.

Target 2

Students will use a non-linear editing software to edit together video clips.

Summative Assessment

Performance/Written Assessment

21st Century Life and Careers

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.CRP5	Consider the environmental, social and economic impacts of decisions.
CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP7	Employ valid and reliable research strategies.
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.
CRP.K-12.CRP11	Use technology to enhance productivity.

Formative Assessment and Performance Opportunities

Written Assessment

Performance Assessment

Accommodations/Modifications

Additional online resources such as videos to explain editing techniques

Enrichment opportunities: Workoutside the classroom.

Differentiation: 504 accommodations and IEP modifications

Unit Resources

Television Production & Broadcast Journalism Text Book

Television Production & Broadcast Journalism Workbook

Television Studio equipment

Computers

Computer Editing Video Software

