

Foundations of Film Course Overview

Content Area: **English**
Course(s):
Time Period:
Length:
Status: **Published**

School Mission Statement

The mission of Chartertech is to provide artists the opportunity to blend principles of artistic expression with cutting-edge technology, so artists will excel in academic, career, and civic pursuits and contribute to the harmony and productivity of the 21st century.

Artistic integration: Performing arts will be accessible to all artists as a skill and content area and will serve as a vehicle for imparting, enlivening, and motivating excellence in all academic topics, as well as providing a platform for learning multicultural appreciation and empathy, not just tolerance.

Technological integration: Technology will serve as the foundation for instructional delivery systems leading to knowledge acquisition, concept understanding, and skill mastery in all academic subjects. Technology will not be studied as a separate entity but infused into the very fabric of educational pursuits, exactly as it occurs in the business world. Artists will be prepared to compete in the modern workplace or post-secondary institution.

"Education has always been torn between vocational and utilitarian purposes on one hand and creative and holistic purposes on the other... We are rapidly entering a world that is hard to imagine. By developing the problem-solving skills, creativity, and discipline required in the arts, artists can prepare for life in the 21st century."

From Understanding How the Arts Contribute to Excellent Education

National Endowment for the Arts, 1991

School Goals

Goals for Arts Education:

Artists will learn the knowledge, skills, and abilities necessary to turn their passions and gifts in the arts into vocations or serious avocations.

Objective 1: Each year, each artist will take two semesters (10 credits) of career-oriented training (80 minutes per day) in their artistic major.

Objective 2: Each marking period, each artist will perform or produce frequently, in diverse settings and for diverse audiences.

Objective 3: Artistic instruction will be integrated into the study of all academic subjects.

Objective 4: Each year, each artist will complete at least twenty after-school “lab” hours in their artistic major. These will constitute career-oriented service to the school and/or community, and demonstrate accomplishment of the NJCCCS crosscutting workplace readiness standards.

Goal for Technology:

Chartertech will model the technology-intense workplace and artists will be able to compete successfully and perform well in a technology-intense workplace.

Objective 5: Each artist will routinely use technology in a workplace-like manner to acquire, analyze, communicate, and present information in every subject.

Objective 6: Each artist will have access to a computer every day, every class so that automated sources will be the main conduit for educational content.

Objective 7: All administrative and instructional functions of the school will be supported by the most modern technology available.

Goals for Academic Achievement:

Artists will apply themselves in the serious pursuit of knowledge and skills, especially skills in critical thinking, problem solving, decision making, and communication.

Objective 8: Each year, and to be promoted to the next grade each artist will pass five credits in English, Health, Social Studies, Science, Mathematics, and PE/Health. Between grades 9-12 artists will also complete 1 year of Spanish.

Objective 9: In each academic subject, each year, each artist will complete a significant project that involves critical thinking, problem solving, decision making, and communication skills, and which demonstrates cross-content workplace readiness skills.

Objective 10: Each year artists will develop a artist resume to guide his/her academic and artistic studies and to document his/her academic and artistic accomplishments. This work will be done under the mentorship of the faculty in the artist’s artistic major.

Objective 11: Academic instruction in all subjects will be highly cross-curricular, in accordance with curricula design and continuously improved by teachers, in compliance with the New Jersey Artist Learning Standards.

Course Description

Course Title:	Foundations of Film
Department:	Film
Prerequisite:	None
Number of Credits:	5 per semester
Grade Level(s):	9-12

Standards:	Aligned to NJ Core Performing Arts Standards
Description of Course	<p>The Artists in the Film department are exposed to a wide arena of digital media including film, film editing, and directing. Artists within the film department record the performances of other artists at Chartertech along with local events, PSA's and community projects. Throughout the year artists work on individual projects in a variety of genres that interest them and many film projects are entered in contests and film festivals. Our film artists have many opportunities to participate in professional shoots with directors, producers, actors, sound and camera men. All Film artists participate in the two annual showcase; the Winter Showcase and the Chartertech Film Festival held in spring.</p> <p>Artists in the Foundation of Film class will learn the basics of filmmaking. They learn all aspects of what goes into making a film, a film's meaning, and how to make films themselves. Artists will learn how to work in teams, much like how it is in the industry, and to collaborate with their classmates. They will learn all that goes into making a film; writing a script, storyboarding, filming, and editing.</p> <p>As they work on their projects they increase their written and verbal communication skills. Teamwork is not only emphasized but required to successfully create and shoot even a simple show. The study of careers in the broadcasting field is an important subject of the first course.</p>

Overview & Pacing

Unit #	Major Content	Expected Time
Unit 1: Media Literacy/Film History and Theory	A. Classroom rules and film content guidelines B. Explanation of Genres and genre film plan C. Developing your ideas D. Introduction to Portfolio process	1 week
Unit 2: Development	A. Group brainstorming B. 3 Act Structure introduced C. Scene writing exercises - script jam etc.	1 week
Unit 3: Pre-Production	A. Equipment request forms B. Equipment care and procedures C. Storyboarding	1 week
Unit 4: Production	A. Introduction to various gear in studio - cameras, lenses, etc. B. Composition - rule of thirds,	2 weeks

	<p>etc</p> <p>C. 3 point lighting</p>	
Unit 5: Adobe Premiere Pro and Avid Media Composer	<p>A. Introduction to what is expected</p> <p>B. Workshop on skills in standards</p> <p>C. Review and pre-test (starting 2020-2021)</p>	1 week
Unit 6: Post Production	<p>A. Introduction to non-linear editing</p> <p>B. File management - backup, logging, etc</p> <p>C. Timeline navigation</p> <p>D. Editing the first assembly</p> <p>E. Basic transitions</p>	1 week
Unit 7: Export, Exhibition and Critique	<p>A. Prepare and export film properly</p> <p>B. Upload to drive for viewing / presentation</p> <p>C. Critical analysis rubric introduced [our festival rubric]</p>	1 week
Unit 8: Testing	<p>A. Unit reviews</p> <p>B. Mid-term</p> <p>C. Final Films due after critique and fixes</p> <p>D. Portfolio outlined and update</p>	1 week
Unit 9: Media Literacy/Film History and Theory	<p>A. More details about genre - more genres</p> <p>B. Documentary vs. Narrative</p> <p>C. What is Media Literacy?</p> <p>D. Tools of communication</p>	1 week
Unit 10: Development	<p>A. Developing ideas as groups</p> <p>B. Intro to Scriptwriting and programs - Celtx</p> <p>C. Character development - Hero's Journey</p>	1 week
Unit 11: Pre-Production	<p>A. Equipment tech lab - how things work</p> <p>B. Location choices</p> <p>C. Production and set design</p> <p>D. Continuity</p> <p>E. Directing the crew</p>	1 week
Unit 12: Production	<p>A. Blocking action and camera</p> <p>B. Planning coverage - choice of shots, shot list</p>	2 weeks

	C. Set etiquette / professionalism	
Unit 13: Post Production	A. Advanced file management B. Import/Export protocol C. Creating and arranging clips D. Bringing sound into timeline E. More complex editing techniques	2 weeks
Unit 14: Export, Exhibition and Critique	A. Prepare and export film properly B. Upload to drive for viewing / presentation C. Critical analysis rubric introduced [our festival rubric]	1 week
Unit 15: Testing	A. Unit reviews B. Final Films due after critique and fixes C. Final Exam for Semester 1 D. Portfolio updated	1 week
Unit 16: Media Literacy/Film History and Theory	A. Copyright issues B. Script Outline Form - critique C. American history of film - Edison, Griffith, Porter	1 week
Unit 17: Development	A. Structure, plot, time B. Point of view - who is telling the story? C. Breaking down the script for shooting	1 week
Unit 18: Pre-Production	A. Intro to set building B. More complex lighting design for psychological effect C. Directing the actors	1 week
Unit 19: Production	A. Moving shots to tell your story - tilt, pan B. Location sound C. Clean audio procedures D. Acting for the camera exercises	2 weeks
Unit 20: Adobe Premiere Pro and Avid Media Composer review	A. Review what is expected B. Workshop on skills in standards C. Test	1 week
Unit 21: Post Production	A. Simple title tools - opening and ending credits B. Transitions C. Timing - cutting on action, etc D. Bringing in copyright free	1 week

	music	
Unit 22: Export, Exhibition and Critique	A. Prepare and export film properly B. Upload to drive for viewing / presentation C. Critical analysis rubric introduced [our festival rubric]	1 week
Unit 23: Testing	A. Unit reviews B. Final Films due after critique and fixes C. Midterm Exam for Semester 2 D. Adobe Premiere Pro and Avid Media Composer sample testing E. Portfolio updated	1 week
Unit 24: Media Literacy/ Film History and Theory	A. Key directors B. Screen grammar C. Parallel action - Edwin Porter D. Resumes	1 week
Unit 25: Development	A. Writing short pieces for the end of year festival B. Mise en sine research and planning	1 week
Unit 26: Pre-Production	A. Jobs on set - real world and CT studio B. Time management, Scheduling, Agreements	1 week
Unit 27: Production	A. Acting for the camera - keeping it small B. Introduction to green screen C. More advanced camera movements - dolly, gimbal, jib D. Creative lighting choices	2 weeks
Unit 28: Post Production	A. Match cuts B. Foley and voice-over work C. Color correction D. Color grading introduced E. Compositing, keying for greenscreen F. Simple motion graphics G. Working with a composer from instrumental	2 weeks
Unit 29: Export, Exhibition and Critique	A. Prepare and export film properly B. Upload to drive for viewing / presentation C. Critical analysis rubric review	1 week

	[our festival rubric]	
Unit 30: Testing	A. Unit reviews B. Final Films due after critique and fixes C. Final Exam for Semester 2 D. Portfolio updated and presented for a grade	1 week
Total		36 weeks