



# Multiple Category Scope and Sequence: Scope and Sequence Report For Course Standards and Objectives, Content, Skills, Vocabulary


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	Unit	Course Standards and Objectives	Content	Skills	Vocabulary
<p>District Basic <a href="#">Video Production 1 (10.0203)</a> (District) 2014-2015 <a href="#">Collaboration</a></p>	<p><a href="#">Std 09 Ethics</a> (Week 1, 1 Week) </p>	<p>UT: CTE: Skilled and Technical Sciences, UT: Grades 9-12, Video Production 1 Standard 9 Students will be able to understand and practice copyright laws, ethics and legal issues dealing with photography as identified in United States Code Title 17 Chapter 1 Section 101.</p> <ul style="list-style-type: none"> <li>▪ Objective 1 Define copyright.</li> <li>▪ Objective 2 Other definitions               <ul style="list-style-type: none"> <li>a. Audiovisual works</li> <li>b. Computer program</li> <li>c. Copies</li> <li>d. Copyright owner</li> <li>e. Digital transmission</li> <li>f. Financial gain</li> <li>g. Pictorial, graphic, and sculptural works</li> <li>h. Work of visual art</li> </ul> </li> <li>▪ Objective 3 Students will practice ethics and rules governing photojournalism (i.e. Editorial content must not be changed)</li> <li>▪ Objective 4 Students will practice correct usage of copyright laws (i.e. the right to reproduce, manipulate, distribute, plagiarize or exhibit another photographer's work outside of fair use provisions)               <ul style="list-style-type: none"> <li>a. Time limitations</li> <li>b. Portion limitations</li> </ul> </li> </ul>	<p><u>Copyright</u></p> <ul style="list-style-type: none"> <li>▪ Time Limitation</li> <li>▪ Portion Limitation</li> <li>▪ Distribution Limitation</li> <li>▪ Music use</li> <li>▪ Owner rights</li> <li>▪ Commercial vs Educational</li> </ul>	<p><u>Copyright</u></p> <ul style="list-style-type: none"> <li>▪ Verify proper and legal use of music and other media according to current copyright law.</li> </ul>	<ul style="list-style-type: none"> <li>▪ Copyright</li> <li>▪ Distribution</li> <li>▪ Limitation</li> <li>▪ Ethics</li> <li>▪ Social</li> <li>▪ Legal</li> <li>▪ Fair use</li> <li>▪ Reproduce</li> <li>▪ Manipulate</li> <li>▪ Plagiarize</li> </ul>

- c. Text material
- d. Illustrations and photographs
- e. Copying and distribution limitations
- Objective 5  
Students will demonstrate understanding of ethics related to social and legal issues in subject choice (i.e. model releases, image appropriateness, and cultural sensitivity)

**Std 01 Camera  
Obj 01 Parts 05  
Ops 06 Support**

 (Week 2, 2 Weeks) 

UT: CTE: Skilled and Technical Sciences, UT: Grades 9-12, Video Production 1 Standard 1  
Students will be able to understand and demonstrate the correct operation of the camera.

- Objective 1  
Basic parts of a camera
  - a. CCD/CMOS
  - b. Lens
  - c. Body
  - d. Viewfinder
- Objective 5  
Camera operation
  - a. Focus
  - b. White balance
  - c. Setting the iris
  - d. Depth of field
- Objective 6  
Camera Support
  - a. Tripod
  - b. Monopod

**Camera Parts**

- Body
- Lens
- Viewfinder
- Imaging device (3 CCD/CMOS)

**Camera operation**

- Focus
- White balance
- Setting the iris
- Depth of field

**Camera Support**

- Tripod
- Monopod

**Camera Parts**

- Identify and explain the function of the three main parts of the camera.
- Define the two main imaging sensors (CCD and CMOS).

**Camera Operation**

- Define and execute a proper focus, depth of field, iris setting and white balance.

**Camera Support**

- Define and demonstrate proper use of a Tripod and Monopod

- Body
- Lens
- Viewfinder
- Imaging sensor (3 CCD/CMOS)
- Focus
- White balance
- Iris/Aperture
- F-stop
- Depth of field
- Tripod
- Monopod

**Std 08 Cables**

 (Week 4, 1 Week) 

UT: CTE: Skilled and Technical Sciences, UT: Grades 9-12, Video Production 1 Standard 8  
Students will be able to understand and demonstrate knowledge of the function of various cables and connectors.

- Objective 1

**Cable And Connectors**

- Video Cables and connectors: S-Video, RCA (phono) , BNC/Coaxial (long-run), Firewire [IEEE 1394], HDMI, USB)
- Audio Cable and connectors; RCA

**Cable And Connectors**

- Identify the different video and audio connectors and cables.
- Demonstrate proper connectors and cable usage.



- Cable
- Connector
- Plug
- Jack
- S-Video
- RCA (phono)
- BNC
- Coaxial (long-run)
- Firewire [IEEE 1394]
- HDMI

- Short-run video connections (S-video, RCA [phono], firewire [ieee 1394] HDMI)
- Objective 2 Long-run video connections (BNC)
- Objective 3 Connectors that can also be used for audio (RCA [phono], firewire [ieee 1394], HDMI, BNC)
- Objective 4 Professional audio connectors (XLR)
- Objective 5 Other audio Connectors (1/4" phone plugs, 1/8" mini plugs)
- Objective 6 Adaptors (avoid where possible)

- (phono), firewire [ieee 1394], HDMI, XLR, 1/4" phones, 1/8" mini, USB)
- Plug and jack
- Adaptors: BNC to RCA, F-Type to BNC, barrels (male to male, female to female, male to female) - Avoid where possible

- USB
- XLR
- 1/4" phones
- 1/8", 3.5mm, mini
- Adaptor

**Std 01 Camera**  
**Obj 02 Move 03**  
**Comp 04 Shot**

 (Week 5, 2 Weeks) 

UT: CTE: Skilled and Technical Sciences, UT: Grades 9-12, Video Production 1 Standard 1  
 Students will be able to understand and demonstrate the correct operation of the camera.

- Objective 2 Camera movements
  - a. Pan
  - b. Truck
  - c. Dolly
  - d. Arc
  - e. Pedestal
  - f. Tilt
- Objective 3 Picture composition
  - a. Rule of thirds
  - b. Nose room
  - c. Headroom
  - d. Lead room
  - e. Crossing the line
  - f. Aspect Ratio Selection
  - g. Interlaced
  - h. Progressive

**Camera movements**

- Pan
- Truck
- Dolly
- Arc
- Pedestal
- Tilt
- Zoom

**Shot composition**

- Rule of thirds
- Nose room
- Headroom
- Lead room
- Crossing the line (180 Rule)

**Shot types**

- Wide or long shot (LS)
- Medium shot (MS)

**Camera movements**

- Define each camera movement.
- Execute proper camera movements: pan, tilt, truck, dolly, arc, pedestal, zoom

**Shot composition**

- Define and explain general shot composition terms.
- Execute proper shot composition: Rule of thirds, Nose room, Headroom, Lead room and Crossing the line (180 Rule)

**Shot Types**

- Define and differentiate shot types.
- Demonstrate that you can properly compose a:
  - Wide or long shot (LS)
  - Medium shot (MS)
  - Close up shot (CU)
  - Extreme close up shot (ECU)

- Pan
- Truck
- Dolly
- Arc
- Pedestal
- Tilt
- Rule of thirds
- Nose room
- Headroom
- Lead room
- Crossing the line (180 Rule)
- Wide or long shot (LS)
- Medium shot (MS)
- Close up shot (CU)
- Extreme close up shot (ECU)
- Over-the-shoulder shot (O/S)
- Cross shot (XS)

- Objective 4  
Shot selections
  - a. Wide or long shot (LS)
  - b. Medium shot (MS)
  - c. Close up shot (CU)
  - d. Extreme close up shot (ECU)
  - e. Over-the-shoulder shot (O/S)
  - f. Cross shot (XS)
- Close up shot (CU)
- Extreme close up shot (ECU)
- Over-the-shoulder shot (O/S)
- Cross shot (XS)
- Over-the-shoulder shot (O/S)
- Cross shot (XS)

**Std 10  
Professional**

**Skills**  (Week 6,  
1 Week) 

UT: CTE: Skilled and Technical Sciences, UT: Grades 9-12, Video Production 1 Standard 10  
Students will gain an understanding of Video Production as a profession and will develop professional skills for the workplace.

- Objective 1  
As a participating member of the SkillsUSA student organization complete the SkillsUSA Level 1 Professional Development Program.
  - a. Complete a self-assessment inventory and identify individual learning styles.
  - b. Discover self-motivation techniques and establish short-term goals.
  - c. Determine individual time-management skills.
  - d. Define future occupations.
  - e. Define awareness of cultural diversity and equity issues.
  - f. Recognize the benefits of conducting a community service project.
  - g. Demonstrate effective communication skills

**Professional Development**

- Avenues of education
- Skills USA, UHSFF, The Broadcasting Awards opportunities to compete
- Paths of CTE courses
- Profession attitude and work ethic

**Professional Development**

- Decide on options for future education in video field
- Judge and join a forum of skills development and competition that best test there strengths
- Focus on attitudes and develop professional work ethic that provide opportunities for a career

- Attitude
- Work Ethic
- Career
- Competence

- with others.
- h. Participate in a shadowing activity.
- i. Identify components of an employment portfolio.
- j. Explore what is ethical in the workplace or school.
- k. Demonstrate proficiency in program competencies.
- l. Explore what is ethical in the workplace or school.
  - State the SkillsUSA motto.
  - State the SkillsUSA creed.
  - Learn the SkillsUSA colors.
  - Describe the official SkillsUSA dress.
  - Describe the procedure for becoming a SkillsUSA officer.
- Objective 2  
Understand the use of drawings in architectural design and how those drawings relate to career opportunities.
- Objective 3  
Display a professional attitude toward the instructor and peers.

### Std 02 Audio



(Week 7, 2

Weeks)

UT: CTE: Skilled and Technical Sciences, UT: Grades 9-12, Video Production 1 Standard 2  
Students will be able to understand and demonstrate procedures for recording audio.

- Objective 1  
Microphone
  - Omnidirectional
  - Unidirectional

### Microphone

- Pickup patterns: Omnidirectional, Unidirectional, Bidirectional, Cardioid, Hyper-cardioid
- Transducers: Dynamic, Condenser, Ribbon
- Microphone types: Lavalier, Hand

### Microphone

- Identify and define different pickup patterns: Omnidirectional, Unidirectional, Bidirectional, Cardioid, Hyper-cardioid
- Identify and define transducer types: Dynamic, Condenser, Ribbon
- Judge and select proper microphones in different situations: Lavalier, Hand (stick), Shotgun/Boom, Camera (On-board)
- Identify and select proper audio

- Microphone
- Pickup patterns
- Omnidirectional
- Unidirectional
- Bidirectional
- Cardioid
- Hyper-cardioid
- Transducers
- Dynamic
- Condenser
- Ribbon
- Lavalier
- Hand (stick)

- Bidirectional
- Cardioid
- Hypercardioid
- b. Transducers
  - Dynamic
  - Condenser
  - Ribbon
- c. Microphone types
  - Lavalier
  - Hand (stick)
  - Shotgun/Boom
  - Camera
- d. Connectors
  - XLR
  - Mini (1/8")
  - Phone (1/4")
  - USB
- Objective 2
  - Ambience
    - a. Definition of ambience
    - b. Natural Sound (NATS)
    - c. Controlling NATS

- (stick),
- Shotgun/Boom,
- Camera (Onboard)
- Connectors types:
  - XLR, Mini (1/8", 3.5mm), Phono (1/4"), USB

#### Ambience

- Ambient sounds
- Natural Sound (NATS)
- Controlling NATS

#### Recording levels

- Volume levels db/VU
- Peaking
- Microphone placement

connectors: XLR, Mini (1/8", 3.5mm), Phono (1/4"), USB

#### Ambience



- Define ambience/ambient
- Identify sources of ambient sounds:
  - Natural Sound (NATS)
- Decide proper controlling of ambient/NATS sounds

#### Recording levels

- Volume levels db/VU
- Peaking
- Microphone placement

- Shotgun/Boom
- On-board microphone
- jack (male)
- plug (female)
- XLR
- Mini (1/8", 3.5mm)
- Phono (1/4")
- USB
- Volume
- Meter
- db
- VU
- Peaking
- Stand
- Boom
- Clip

### Std 03 Lighting

 (Week 9, 2 Weeks) 

UT: CTE: Skilled and Technical Sciences, UT: Grades 9-12, Video Production 1 Standard 3  
Students will be able to understand and demonstrate knowledge of lighting systems and how they are used.

- Objective 1
  - Principles of Lighting
    - a. Triangle or three-point lighting
    - b. Key (spot)
    - c. Back or halo (spot)
    - d. Fill (flood)
- Objective 2
  - Lighting instruments
    - a. Spot (direct)
    - b. Flood (diffused)
    - c. Barn doors
- Objective 3
  - Lighting situations
    - a. Base lighting
    - b. Chroma key
    - c. Silhouette

#### Lighting instruments

- Spot light (direct)
- Flood light(diffused)
- Barn doors
- Light Stand

#### Principles of Lighting

- Studio or Three-point lighting (Triangular)
- Key light (spot)
- Fill light (flood)
- Back or halo light (spot)



#### Lighting situations

- Base lighting
- Ambient lighting
- Silhouette
- Chroma key
- Falloff

- Identify the different light types and instruments
- Demonstrate proper lighting setup for studio and other lighting situations

- Lighting instruments
- Spot light (direct)
- Flood light(diffused)
- Barn doors
- Light Stand
- Studio or Three-point lighting(Triangle)
- Key light
- Fill light
- Back or halo light
- Base lighting
- Ambient lighting
- Silhouette
- Chroma key
- Falloff

d. Falloff

**Std 04 Pre-  
production**   
(Week 11, 2 Weeks)  


UT: CTE: Skilled and Technical Sciences, UT: Grades 9-12, Video Production 1 Standard 4  
Students will be able to understand and demonstrate preproduction.

- Objective 1  
Storytelling.  
a. Audience.  
b. The three P' s –  
People, Place,  
Predicament.
- Objective 2  
Storyboard
- Objective 3  
Shot list
- Objective 4  
Tape preparation
- Objective 5  
Props and costumes

**Storytelling**

- The three Ps: People, Place, Predicament
- Three Acts: Intro, Conflict, Resolution
- Audience
- Scripting
- Storyboard

**Pre Production**

- Shot list
- Equipment list
- Cast/Crew list
- Props and costumes

**Media Management**

- Tape preparation
- Media preparation
- File/Folder Management

**Storytelling**

- Develop a script/storyboard projects using the three p's and three acts format.

**Pre Production**

- Create an effective shot list, equipment list, cast/crew list, prop and costume list for a production.

**Media Management**

- Construct a predesigned tape/media file/folder management system for all video projects.

- Story telling
- People
- Place
- Predicament(Conflict)
- Intro
- Resolution
- Audience
- Scripting
- Storyboard
- Pre Production
- Shot list
- Cast
- Crew
- Props
- Costumes

**Std 05  
Production**   
(Week 13, 1 Week)  


UT: CTE: Skilled and Technical Sciences, UT: Grades 9-12, Video Production 1 Standard 5  
Students will be able to understand and demonstrate production.

- Objective 1  
Crew responsibilities  
a. Director  
b. Camera operator  
c. Talent

**Crew responsibilities**

- Producer
- **Director**
- **Camera operator**
- Grip
- Lighting Technician
- Audio Technician
- Craft Services
- **Talent**

- Examine the different rolls of a video crew. Judge which crew members are needed for a designated video crew and select the best crew possible for the job.
- Define the roll of:
  - Producer
  - **Director**
  - **Camera operator**
  - Grip
  - Lighting Technician
  - Audio Technician
  - Craft Services
  - **Talent**

- Producer
- **Director**
- **Camera operator**
- Grip
- Lighting Technician
- Audio Technician
- Craft Services
- **Talent**

**Std 06 Post-  
Production**   
(Week 14, 3 Weeks)  


UT: CTE: Skilled and Technical Sciences, UT: Grades 9-12, Video Production 1 Standard 6  
Students will be able to understand and demonstrate

**Logging**

- Capture

- Demonstrate different methods of logging clips and explain why this is important.
- Produce a video that demonstrates a correct understanding of the video timeline, transitions, titles, lower thirds,

- Time code
- Titles
- Lower Thirds
- Transitions
- Countdowns
- Sound tracks

post production.

- Objective 1  
Logging
- Objective 2  
Editing
  - a. Time code
  - b. Titles
  - c. Transitions
  - d. Countdowns
  - e. Sound tracks
  - f. Timeline
  - g. Jump cut
  - h. Cut-to-the-beat
- Objective 3  
Television standards
  - a. NTSC
  - b. PAL
  - c. High definition vs standard definition
  - d. Aspect ratio
  - e. Frames per second (fps)

### Editing

- Time code
- Titles (Lower Thirds)
- Transitions
- Countdowns
- Sound tracks
- Timeline
- Jump cut
- Cut-to-the-beat

### Television standards

- NTSC
- PAL
- High definition vs standard definition
- Aspect ratio
- Frames per second (fps)
- Interlaced
- Progressive

sound tracks, jump cuts, cut-to-the-beat and countdowns.

- Define, analyze and explain:

- Time code
- Titles (Lower Thirds)
- Transitions
- Countdowns
- Sound tracks
- Timeline
- Jump cut
- Cut-to-the-beat
- NTSC
- PAL
- High definition vs standard definition
- Aspect ratio
- Frames per second (fps)
- Interlaced
- Progressive

- Timeline
- Jump cut
- Cut-to-the-beat
- NTSC
- PAL
- High definition
- Standard definition
- Aspect ratio
- Frames per second (fps)
- Interlaced
- Progressive

### Std 07 VFX &

### GFX

2 Weeks) 

 (Week 16,

UT: CTE: Skilled and Technical Sciences, UT: Grades 9-12, Video Production 1 Standard 7  
Students will be able to understand and demonstrate the use of visual effects and graphics.

- Objective 1  
Visual effects
  - a. Chroma key
  - b. Animation
- Objective 2  
Graphics
  - a. Text
  - b. Fonts
  - c. Colors (readability)
  - d. Title safe area
  - e. Lower Third

### Visual effects

- Chroma key
- Animation

### Graphics

- Text
- Fonts
- Colors (readability)
- Title safe area
- Lower Third

- Demonstrate the ability to use the chroma key effect to create a virtual background.
- Create an animated graphic in a project that demonstrate proper use of text, fonts, broadcast colors, and lower thirds

- Visual effects
- Chroma key
- Animation
- Graphics
- Text
- Fonts
- Colors (readability)
- Title safe area
- Lower Third