

COURSE: Video & Music Production	GRADE(S): 10-12
UNIT: Pre-Production	TIME FRAME: Daily

<p>STATE STANDARDS:</p> <p>15.4 Computer & Information Technologies</p> <p>15.4.12.A Apply the creative and productive use of emerging technologies for educational and personal success.</p> <p>15.4.12.B Evaluate the impact of social, legal, ethical, and safe behaviors on digital citizenship.</p> <p>15.4.12.D Evaluate emerging input technologies.</p> <p>15.4.12.G Create an advanced digital project using sophisticated design and appropriate software/applications.</p> <p>15.4.12.K Evaluate advanced multimedia works and make recommendations based on the evaluation.</p> <p>9.1 Production, Performance and Exhibition of Dance, Music, Theatre and Visual Arts</p> <p>9.1.12.A Know and use the elements and principles of each art form to create works in the arts and humanities.</p> <p>9.1.12.B Recognize, know, use and demonstrate a variety of appropriate arts elements and principles to produce, review and revise original works in the arts.</p> <ul style="list-style-type: none"> • Music: compose and arrange 	<p>UNIT OBJECTIVES:</p> <ol style="list-style-type: none"> 1. Students will be able to define video and music as a discipline and its role in school media. 2. Students will be able to choose priorities and roles for the publication and teamwork. 3. Students will be able to compare formats of video and music files. 4. Students will be able to discuss ethical and legal considerations related to video editing, such as copyright and fair use. 5. Students will be able define the principles of sound design and its role in storytelling and emotional impact. 6. Students will be able to understand how sound and music can enhance storytelling, evoke emotions, and set the mood for different scenes. 7. Students will be able to understand the importance of audio in video editing and how to work with sound, including basic audio editing, syncing, and mixing.
<p>ACTIVITIES:</p> <ol style="list-style-type: none"> 1. Students will examine different video formats. 2. Students will plan edits and scripts. 3. Students will create storyboards or shot lists to convey a clear narrative or message. 4. Students will explore key audio concepts such as frequency, amplitude, pitch, and volume. 5. Students will explore camera angles and basic video skills. 6. Students will explore sound software. <p>RESOURCES:</p> <ol style="list-style-type: none"> 1. Canva Educational Resources 2. Teacher-created material 3. Adobe Creative Suite Educational Resources 	<p>ASSESSMENTS:</p> <ol style="list-style-type: none"> 1. Skills-based assignments 2. Ongoing teacher observation 3. Application activities 4. Cumulative projects <p>REMEDIATION:</p> <ol style="list-style-type: none"> 1. Students will use online tutorials to remediate. 2. Teacher, student, team, or peer assistance <p>DIFFERENTIATION:</p> <ol style="list-style-type: none"> 1. More detailed project components with greater length and/or breadth 2. Alternative assignments (teacher assigned or student choice)

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<p>ACTIVITIES:</p> <ol style="list-style-type: none"> 1. Students will become familiar with the fundamentals of Final Cut Pro or other programs to edit video. 2. Students will practice with the editing software to complete given projects. 3. Students will interview others for a video. 4. Students will complete a project using the green screen technique. 5. Students will practice with the sound software and create appropriate advanced sounds for videos. 6. Students will record voice overs for dialogue. <p>RESOURCES:</p> <ol style="list-style-type: none"> 1. Canva Educational Resources 2. Teacher-created material 3. Adobe Creative Suite Educational Resources 	<p>ASSESSMENTS:</p> <ol style="list-style-type: none"> 1. Skills-based assignments 2. Ongoing teacher observation 3. Application activities 4. Cumulative projects <p>REMEDIATION:</p> <ol style="list-style-type: none"> 1. Students will use online tutorials to remediate. 2. Teacher, student, team, or peer assistance <p>DIFFERENTIATION:</p> <ol style="list-style-type: none"> 1. More detailed project components with greater length and/or breadth 2. Alternative assignments (teacher assigned or student choice)

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<p>15.4 Computer & Information Technologies</p> <p>15.4.12.A Apply the creative and productive use of emerging technologies for educational and personal success.</p> <p>15.4.12.B Evaluate the impact of social, legal, ethical, and safe behaviors on digital citizenship.</p> <p>15.4.12.D Evaluate emerging input technologies.</p> <p>15.4.12.G Create an advanced digital project using sophisticated design and appropriate software/applications.</p> <p>15.4.12.K Evaluate advanced multimedia works and make recommendations based on the STATE STANDARDS: evaluation.</p> <p>9.1 Production, Performance and Exhibition of Dance, Music, Theatre and Visual Arts</p> <p>9.1.12.A Know and use the elements and principles of each art form to create works in the arts and humanities.</p> <p>9.1.12.B Recognize, know, use and demonstrate a variety of appropriate arts elements and principles to produce, review and revise original works in the arts.</p> <ul style="list-style-type: none"> • Music: compose and arrange 	<p>UNIT OBJECTIVES:</p> <ol style="list-style-type: none"> 1. Students will be able to use transitions like cut, fades, wipes, and more smooth transitions between shots. 2. Students will be able to use color correction to enhance the quality of video.. 3. Students will be able to add text, graphics, titles, and subtitles. 4. Students will be able to use special effects, filters, and adjustments to enhance videos. 5. Students will be able to export their final projects. 6. Students will be able to mix and balance audio elements, including dialogue, music, and sound effects to create a cohesive and engaging audio experience. 7. Students will be able to synchronize audio elements precisely with video, dialogue and timing sound effects.
<p>ACTIVITIES:</p> <ol style="list-style-type: none"> 1. Students will create real-world video editing projects or assignments to apply their skills in practical scenarios. 2. Students will use time management skills and collaboration techniques to work as a team. 3. Students will review and provide constructive feedback to help fellow students to improve their skills. 4. Students will build a portfolio of their work throughout the course, showcasing their progression and skills. 5. Students will practice current trends in audio production and the integration of sound in various media assignments. <p>RESOURCES:</p> <ol style="list-style-type: none"> 1. Canva Educational Resources 2. Teacher-created material 3. Adobe Creative Suite Educational Resources 	<p>ASSESSMENTS:</p> <ol style="list-style-type: none"> 1. Skills-based assignments 2. Ongoing teacher observation 3. Application activities 4. Cumulative projects <p>REMEDIATION:</p> <ol style="list-style-type: none"> 1. Students will use online tutorials to remediate. 2. Teacher, student, team, or peer assistance <p>DIFFERENTIATION:</p> <ol style="list-style-type: none"> 1. More detailed project components with greater length and/or breadth 2. Alternative assignments (teacher assigned or student choice)