

CURRICULUM

Technology Education

INTRODUCTION TO VIDEO PRODUCTION

(Elective Course)

Supports Academic Learning Expectation # 3

Students and graduates of Ledyard High School will employ problem-solving skills effectively

**Approved by Instructional Council
6/10/08**

STUDENT LEARNING OBJECTIVES
Introduction to Video Production

As a result of Technology Education, students independently and collaboratively will be able to:

<p>GOAL: District Goal #1 (State Standard #1) The Nature & Evolution of Technology</p> <p>Understand the nature of technology, how it has evolved and its influence on its own evolution</p>	
LEARNING OBJECTIVES	SAMPLE INDICATORS/ASSESSMENTS OF LEARNING
<p><i>Students will know how to:</i></p> <p>1.1 Critically analyze a given technology against a perceived need or want</p> <p>1.2 Research how, social, economic, and political forces influence innovation, invention and adaptation</p> <p>1.4 Explore and describe how electricity is generated, transferred and used in modern technologies.</p> <p>1.5 Use the systems model to analyze a complex technological system;</p> <p>1.6 Investigate the universal characteristics of systems and sub-systems;</p>	<p><i>Students will be able to:</i></p> <p>a. Create a thirty second commercial using video and sound equipment to inform the public concerning a specific product, service, or event</p> <p>a. Compare the same news event(s) as addressed by newspaper, radio, television, and the internet related to such things as amount of information, visual stimuli, ease of assimilation and timeliness of the material</p> <p>a. Demonstrate an understanding of the basic operation of a video camera including battery use, charging and storage</p> <p>a. Explain how images are captured, changed, stored, sent/transferred, and published using video equipment and computer technology</p> <p>a. Identify the characteristics of the video graphics industry that are used world wide including the impact of computer technology</p>

STUDENT LEARNING OBJECTIVES
Introduction to Video Production

As a result of Technology Education, students independently and collaboratively will be able to:

<p>GOAL: District Goal #2 (State Standard #2) The Impacts of Technology</p> <p>Understand the impact that technology has on the personal, social, cultural, economic, political and environmental aspects of their lives.</p>	
LEARNING OBJECTIVES	SAMPLE INDICATORS/ASSESSMENTS OF LEARNING
<p><i>Students will know how to:</i></p> <p>2.1 Analyze technologies based on their positive and negative impacts;</p> <p>2.2 Describe the evolution of a technological system and its influence on the economy, culture, society and environment;</p> <p>2.3 Demonstrate an understanding of local, state and national regulatory agencies in home and workplace safety;</p> <p>2.4 Select and demonstrate ethical solutions to technological problems;</p> <p>2.5 Identify and explore career opportunities in the areas of technology;</p> <p>2.6 Describe and evaluate how society's expectations drive technological development;</p>	<p><i>Students will be able to:</i></p> <p>a. Compare and contrast film and digital imaging technologies</p> <p>a. Describe the evolution of the video camera and computer software used for video production</p> <p>a. Demonstrate an understanding of the role government safety agencies such as OSHA (Occupational Safety and Health Administration) and NIOSH (National Institute of Safety and Health) play in video production</p> <p>a. Demonstrate an understanding of copyright and software usage laws as they apply to the video production industry</p> <p>a. Identify careers related to video production that could be pursued using their developed skills</p> <p>a. Analyze in written form the impact on the video production industry of society's expectations for entertainment, news and state of the art equipment/software</p>

STUDENT LEARNING OBJECTIVES
Introduction to Video Production

As a result of Technology Education, students independently and collaboratively will be able to:

<p>GOAL: District Goal #3 (State Standard #3) The Research, Design & Engineering</p> <p>Recognize that technology is the result of a creative act, and will be able to apply formal problem-solving strategies to enhance invention and innovation.</p>	
LEARNING OBJECTIVES	SAMPLE INDICATORS/ASSESSMENTS OF LEARNING
<p><i>Students will know how to:</i></p> <p>3.1 Use research techniques to support design development;</p> <p>3.2 Investigate multiple solutions to a design problem;</p> <p>3.3 Use a communication technologies to visualize a design idea;</p> <p>3.4 Demonstrate knowledge of the legal and ethical principles related to ownership of intellectual properties</p> <p>3.6 Select appropriate technical processes and fabricate a prototype;</p>	<p><i>Students will be able to:</i></p> <p>a. Use information found on internet and in mass media to facilitate the creation of video production products</p> <p>a. Apply critical thinking skills when creating a video message that addresses different audiences based on age, ethnicity and/or gender</p> <p>a. Produce a video to inform the public concerning a specific product, service, or event b. Produce a video for entertainment purposes c. Produce a video that provides information through interviews</p> <p>a. Demonstrate an understanding of copyright and software usage laws as they apply to the video production industry</p> <p>a. Demonstrate an understanding of the differences between VHS, BETA-16MM, SVHS, Digital, MiniDVD, DVD</p>

STUDENT LEARNING OBJECTIVES
Introduction to Video Production

As a result of Technology Education, students independently and collaboratively will be able to:

<p>GOAL: District Goal #4 (State Standard #) 4 The Creation & Use of Technology</p> <p>Know the origins, properties and processing techniques associated with the material building blocks of technology as demonstrated by effective application of the methods producing usable products and by effectively using those products.</p>	
LEARNING OBJECTIVES	SAMPLE INDICATORS/ASSESSMENTS OF LEARNING
<p><i>Students will know how to:</i></p> <p>4.4 Create a product demonstrating the application of technological processes;</p> <p>4.5 Use tools and procedures safely;</p> <p>4.6 Select appropriate tools and procedures for a given task;</p>	<p><i>Students will be able to:</i></p> <p>a. Select and create one video production product such as a documentary, an interview, an animation, or a commercial using technological processes related to lighting, sound, exposure, camera indoor and outdoor settings, and computer editing programs such as AVID</p> <p>a. Use video equipment in a safe manner b. Determine safe and unsafe practices when creating a video product</p> <p>a. Select and utilize appropriate video equipment and computer software to produce a given video assignment</p>

STUDENT LEARNING OBJECTIVES

Introduction to Video Production

As a result of Technology Education, students independently and collaboratively will be able to:

<p>GOAL: District Goal #5 (State Standard #5) The Future of Technology</p> <p>Demonstrate the ability to take known principles of technological innovation and apply them to hypothetical scenarios effectively.</p>	
LEARNING OBJECTIVES	SAMPLE INDICATORS/ASSESSMENTS OF LEARNING
<p><i>Students will know how to:</i></p> <p>5.1 Forecast trends in new and emerging technologies (e.g. nanotechnology, electromagnetic radiation in communications, bio-related and alternative energy sources) and their potential impacts;</p> <p>5.2 Explore future labor market trends and educational needs</p> <p>5.5 Identify and explore technological solutions to future global needs and their impacts on individuals;</p> <p>5.6 Explore how human beings use technology to increase the carrying capacity of their environment</p>	<p><i>Students will be able to:</i></p> <p>a. Research and share in written form new and emerging technologies used in video production including video equipment and computer software</p> <p>b. Discuss the potential impact on the video production industry of the new and emerging technologies</p> <p>a. Explore related careers of interest and the necessary skills required</p> <p>a. Determine the future, world-wide impact of computer supported video products</p> <p>a. Select and use technologies that are less harmful to the environment and more energy efficient</p>