

Video Production - CTE Online Model

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Introduction

The purpose of this course is to provide a project-based visual arts program, which guides students to achieve the standards in the visual arts and career technical training, by providing students with the technical instruction and practical experiences for aspiring video and film makers in the production of film, video, and new media projects for business and entertainment. Students experience both the creative and technical aspects of filmmaking in conjunction with learning about historical and contemporary traditions and conventions. Students are instructed on the three stages of project creation. In pre-production, students learn the basic principles of story development, screenplay writing, storyboarding, scheduling and budget planning. Instruction in the production stage includes basic visual composition, color theory, set up and operation of camera, sound, and lighting equipment. Students learn to use cutting-edge software applications for video and audio post-production. Mastering and delivery methods, in both traditional and new media, are explored. The course also includes the basics of job shadowing, internships, and job placement. The competencies in this course are aligned with the California High School Academic Content Standards and the California Career Technical Education Model Curriculum Standards. Interdisciplinary experiences and arts activities lead to refining a personal aesthetic, and a heightened understanding of career opportunities in art and arts-related fields.

About the Team: This structure of this course and the materials contained within it were created by a team of educators from across the state with support from the CTE Online curriculum leadership team and detailed coordination provided by the Course Specialist Antonio Manriquez.

From CALPADS: Intermediate Film/Video Production (Concentrator)

This course covers the history and development of the cinema, documentaries, and other new media and film technologies. Students learn skills and practices in various aspects of cinema and video production by applying the elements of art, principles of design, integration of technology for the effective visual communication of their ideas, feelings, and values. Students develop skills, including camera/recording operation, framing and composition, manipulations of space and time, idea development and communication, the mechanics and psychology of editing, script writing or text creation, light and sound, and impact.

Course Information

Subjects: Design, Visual, and Media Arts; Arts, Media, and Entertainment; Arts, Media, and Entertainment

Calpads Course: Consumer & family studies comprehensive core II

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In Class: 534

Dual Enrollment: no

Is course reviewed for duplication with other LEA?: no

If duplication, was the notification process followed?: no

Articulation: no

Related Occupations:

Writer/Script Writer

Producer/Actor

Technical Staff Member

Foley Artist

Make-up Artist

Editor

Lighting, Props, Set

Editor

Sound Technician/Sound engineer

Advertising

O*NET Occupations

- **27-4031.00** Camera Operators, Television, Video, and Motion Picture
- **27-3041.00** Editors
- **27-2012.02** Directors- Stage, Motion Pictures, Television, and Radio
- **27-4032.00** Film and Video Editors
- **27-2099.00** Entertainers and Performers, Sports and Related Workers, All Other
- **27-2041.04** Music Composers and Arrangers
- **27-1014.00** Multimedia Artists and Animators
- **27-4021.00** Photographers
- **27-2012.01** Producers
- **27-2012.00** Producers and Directors
- **27-4014.00** Sound Engineering Technicians
- **27-2012.03** Program Directors
- **27-3043.00** Writers and Authors
- **27-2012.05** Technical Directors/Managers

Competencies

1. Computer Basics
 - a. Understand and use computer operating system
 - b. Understand digital theory and file organization
 - c. Use supporting applications
 - d. Employ troubleshooting techniques
2. Format and Scripting
 - a. Writing for film and video
 - b. Outline and format the script as digital document

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- c. Compose and storyboard script
3. Digital Audio/Video Software Applications
 - a. Learn and use entry-level & professional digital audio/video editing software:
 - b. Comprehend and use terms and techniques relating to digital video and audio recording and editing.
4. Understand and utilize proper file formats
 - a. Create and compress digital video files, photographs and audio files in various formats such as DVDs, Web, Quicktime, etc.
5. Digital Audio Production - advanced
 - a. Utilize various Audio file formats
 - b. Download Internet audio files from open-source sites
 - c. Record and edit voice narration
 - d. Utilize multiple audio tracks in a project
 - e. Create original Foley Art sound and original Music compositions
6. Digital Video Editing
 - a. Apply proper transitions, edits, titles, effects, media and output control
 - b. Understand and demonstrate Montage and Continuity editing scenarios.
7. Audio Equipment
 - a. Utilize condenser and dynamic microphones properly
 - b. Set-up audio equipment properly for a variety of applications in video production.
8. Lighting equipment and techniques
 - a. Identify and utilize the concepts and equipment used for video lighting
 - b. Properly set-up a scene with the key light, fill light, set light and back light
9. Digital Video Camera
 - a. Understand and identify the various aspects of a digital video camera
 - b. Demonstrate the ability to use the camera operating manual. Set-up and properly use a video camera
 - c. Understand the processes to clean and maintain camera equipment
10. Camera Angles and Composition
 - a. Understand concepts of composition, perspectives, and point-of-view
 - b. Identify and define different angles of video taping
 - c. Demonstrate effective use of various camera angles in video assignments

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11. Advanced Software Applications

- a. Final Draft, Celtx, EP Movie Magic, Jungle Software Gorilla, Power Production Storyboard, Apple Final Cut Pro, Avid Media Composer, Adobe Creative Suite, Avid ProTools

12. Employability

- a. Practice Job Safety
 - b. Utilize video production tools and equipment
 - c. Attend class regularly and punctually
 - d. Dress appropriately for the occupation
 - e. Show ability to collaborate with others
 - f. Prepare job application and a resume
 - g. Practice job interviewing process
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Units

Orientation & Safety

Students are instructed of the class rules and policies and the safety guidelines of equipment use. All students are required to sign a behavioral contract and meet a score of 100% in the assessment of this unit to continue on with the course.

Classroom/Lab

2 Class Periods

Historical Foundations of Cinema & Television

Students learn about and identify the elements and principles of art in film, television, and media. They research and analyze history, styles, roles, and influences of various filmmakers and media.

Classroom/Lab

5 Class Periods

Early Cinema: The History of the Motion Picture - Lesson Plan

This lesson takes students through the invention of the Motion Picture including an introduction of early mechanisms, discussion of the pre-conditions for the invention, early genres, Lumiere, Edison, and the studio system. The formative assessment includes a visual

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slide presentation and the summative assessment, a cinema research decade project/visual slide presentation. Another option would be to incorporate an introduction to editing software and then the students create their final projects in the timeline of the software, learning interface, motion properties, audio, titles and transitions.

Basic Camera Operation & Shot Composition

Students are trained to demonstrate the basic fundamentals of camera setup and operation. Students Will learn to identify and implement a variety of camera shots, perspectives, and movements for video production.

Lab/Classroom

5 Class Periods

Camera Shots & Angles - Lesson Plan

This lesson will discuss the importance of how to use a video camera to create interesting, creative, and meaningful shots. Basic camera shots and angles along with framing heights will be the primary focus in this one period lesson. Students will be exposed to a mixture of visual demonstrations, theory, artistic expression, note taking, and class discussion in this lesson.

14 Shots - Lesson Plan

This lesson will show and discuss the importance of using a video camera to shoot interesting, creative, and meaningful shots. This lesson is similar to the "shots and angles" lesson plan, but covers a new set of composition rules and focuses on hands on skills and demonstrations through small student groups. Students will also have the opportunity to demonstrate basic editing, if they have the prior knowledge in your class. If not, the final assessment will be less formal.

*** In order to do this lesson you must have enough cameras, tripods, and editing computers for the student teams to be able to use. For me with an average class size of 32, I will have 8 teams of 4, and thus will need 8 different cameras and tripods.

Basics of Camera Movement and Perspective - Lesson Plan

Learning to shoot video, whether for a hobby or a budding business, requires some knowledge of the basic moves, shots and perspectives that define good video shooting practices. Camera movement is often dictated by the perspective being portrayed.

Now that we've identified the basic camera shots in the previous lessons, it is time to think about connecting those shots and adding some movement and perspective to help us tell our visual stories.

In this lesson, students will learn to identify and define specific camera movements, perspectives and review shot terminology. Students will be able to demonstrate their ability to properly perform these techniques in two video assignments.

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The Dolly & Track (specialized camera movement) - Lesson Plan

Using a Dolly and Track will enhance your shots and create unique camera movement and perspectives. This lesson introduces the Dolly and Track system, and demonstrates the use and set-up of a track and dolly.

White Balancing -What is it, and why is it important? - Lesson Plan

This lesson teaches the students what White Balance means on cameras. Students learn to set the camera to a white balance preset, as well as setting the white balance manually to match the lighting of the environment in which they are filming.

The 180 Degree Rule (dialogue technique) - Lesson Plan

This lesson teaches students the concept of the 180 Degree Rule of composition. This rule best applies when filming a two-shot, or two-person dialogue scene. Students will write a short two-person dialogue script and then storyboard at least three different camera angles showing proper use and understanding of the 180 Rule. Students will produce a short video showing a dialogue sequence utilizing the proper use of this important composition rule.

Writing for the Screen

Students are instructed in the principals of story, plot, and character development. They are trained in the fundamentals of screenwriting, in both screenplay and A/V format.

Lab/Classroom

5 Class Periods

Elements of Story: Introduction Three Act Structure - Lesson Plan

This lesson is designed to either be executed in one 90-100 minute block period or two 50 minute blocks. It introduces the concept of narrative plot and act structure within film and television. Students are first encouraged to reflect upon the idea of story in their own lives, followed by a screening of a familiar television series, "Hey Arnold" where they will be prompted to make observations about the structure of the story. This leads up to an introduction to the general vocabulary involved in the elements of story and three-act structure. They will have the opportunity to create their own metaphors for the diagram (activity #1) and finally apply the plot points to the structure of the episode viewed at the beginning of class (activity #2). To end the lesson, the students present both their metaphors and their plot points to the class.

Narrative Script Formatting - Lesson Plan

The main focus of this lesson is the technical formatting of the written script.

Students will learn about the five elements of a story (5 W's), and apply those elements into the traditional three-act plot structure from the previous lesson in this course. This lesson expands the content of the previous lesson; plot-development, and how to write a story and teaches how to go from story, setting and plot to finished movie script.

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Students will be able to identify and discuss the specific formatting details of a traditional narrative movie script. Students will produce and format their own narrative script.

Pre-Production

Students are instructed in the processes of Pre-Production planning from script to set. They are also informed of the specific responsibilities of the crew positions in the production, camera, sound, grip, electric, and art departments. Students are informed of copyright law, Fair Use, and open source, as it applies to the creation of video, film, and media projects.

Lab/Classroom

3 Class Periods

Copyright, Fair Use, and Digital Ethics - Lesson Plan

This lesson informs students about their rights and responsibilities as consumers and producers of digital media. Students will learn about copyright law and fair use doctrine through class discussion and then apply their understanding in selecting media components for their media arts projects. Students will also explore ethical issues in the creation of digital media products and demonstrate their understanding against various scenarios.

Pre-Production: The Importance of Storytelling, Story Boards, Scripts and Set Design PBL Project - Project

Video Production requires planning. This "Pre-Production" process includes developing a concept, planning the story structure, content and substance, writing up a treatment, creating set and storyboard drawings, and building a proper script. Students will go through this process using industry-standard software (Celtx) to create sets, storyboards and a script for a short film. This project is brought to you by John Enyeart (CTE) with support from the CTE Online curriculum leadership team and detailed coordination provided by the Course Team Lead Gayle Nicholls-Ali.

Storyboarding - Lesson Plan

A storyboard visually tells the story of a video panel by panel, kind of like a comic book. Creating a storyboard ensures that you and your audience will understand your intent. After you have chosen your theme, this is the first step to understand what you are trying to communicate and what your intended message is.

Storytelling - Ideas, Elements & Structure - Lesson Plan

This is an introduction to storytelling, including concepting/planning, story elements and structure, and writing a 1-scene treatment. Lesson 1 of 4.

This is the first of four lessons in the Problem-Based Learning (PBL) unit called *"Pre-Production: The Importance of Storytelling, Storyboards, Scripts and Set Design!"* In this lesson, students will dive into the art of storytelling by looking at the genres of TV/Film/Print media and examining the structure and elements of a 3-act story. They will develop a story concept that fits this model and write a 1-scene treatment to demonstrating one short story

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segment from their concept. (Note: This same story concept will be used throughout the PBL unit.) Depending on your preference, students may do this project individually or in pairs. It is possible to do small groups (3-4 students), but the process does not move more quickly as more minds work together.

- **Lesson 1: Storytelling - Ideas, Elements & Structure**
- Lesson 2: Creating the Scene - Storyboards and Set Designs
- Lesson 3: Script-Writing - Formats, Elements & Celtx
- Lesson 4: Pre-Production Short Film Package - Sets, Storyboards and a Script

Creating the Scene - Storyboards and Set Designs - Lesson Plan

In this second of four lessons (of the PBL unit called "Pre-Production: The Importance of Storytelling, Storyboards, Scripts and Set Design!") students are introduced to storyboarding and set design using the storyboard/set design features in Storyboard That. Note: paper-based options are also included.

In this lesson, students will continue the pre-production process of setting the scene by creating storyboards and designing sets. They will utilize the storyboard/set design features in Storyboard That (also a paid feature of Celtx) to create a short 1-scene storyboard that further develops the concept they came up with in the first lesson. (Remember: This same story concept will be used throughout the PBL unit.) Depending on your preference, students may do this project individually or in pairs. It is possible to do small groups (3-4 students), but the process does not move more quickly as more minds work together.

Lesson 1: Storytelling - Ideas, Elements & Structure

Lesson 2: Creating the Scene - Storyboards and Set Designs

Lesson 3: Script-Writing - Formats, Elements & Celtx

Lesson 4: Pre-Production Short Film Package - Sets, Storyboards and a Script

Script Writing: Formats, Elements & Celtx - Lesson Plan

In this third of four lessons (from the PBL unit called "Pre-Production: The Importance of Storytelling, Storyboards, Scripts and Set Design!") students are introduced to script-writing conventions and formatting using the free program "Celtx". Note: paper-based options are also included.

In this lesson, students will continue the pre-production process of setting the scene by learning about the components and formatting conventions of scripts. They also will learn to utilize the free online software "Celtx" to create a short 1-scene script that further develops the concept they came up with in the first lesson. (Remember: This same story concept will be used throughout the PBL unit.) Depending on your preference, students may do this project individually or in pairs. It is possible to do groups of 3-4 students, but the process does not move more quickly with more students grouped together. You will need computers (preferably a lab, chrome cart, etc.) to complete this task, so that may influence your group size.

Lesson 1: Storytelling - Ideas, Elements & Structure

Lesson 2: Creating the Scene - Storyboards and Set Designs

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Lesson 3: Script-Writing - Formats, Elements & Celtx

Lesson 4: Pre-Production Short Film Package - Sets, Storyboards and a Script

Pre-Production Short Film Package - Sets, Storyboards and a Script - Lesson Plan

Students will complete the sets, storyboards and script for their short film from lessons #1-3. Brainstorming, set ideas, camera movements storylines and stage direction come alive in this culminating PBL lesson!

In this lesson, students will create the storyboard, set design and script for the final project. They will utilize the planning skills and beginning exercises from the first three lessons to design 1-2 sets, create a storyboard for 1-2 scenes, and develop a 3-act script using Celtx (4-8 minutes).(Remember: This will be created from the same story concept that was used throughout the PBL unit.)

Lesson 1: Storytelling - Ideas, Elements & Structure

Lesson 2: Creating the Scene - Storyboards and Set Designs

Lesson 3: Script-Writing - Formats, Elements & Celtx

Lesson 4: Pre-Production Short Film Package - Sets, Storyboards and a Script

Basic Narrative Production

Students have hands-on training in the creation of a short narrative project, without the use of sync-sound. Students are instructed in the standard on-set production protocol as run by the First Assistant Director.

Lab/Classroom

7 Class Periods

This Means This...This Means That - Part 1 - Lesson Plan

How do we construct meaning beyond mere words? This lesson is part of a study in how context contributes to overall meaning and communication.

Semiotics, also called semiotic studies or semiology, is the study of cultural sign processes (semiosis), analogy, metaphor, signification and communication, signs and symbols.

<http://en.wikipedia.org/wiki/Semiotics>.

Semiotics is the theory of signs - gestures, facial expressions, slogans, graffiti, music, body language, drawings, food, rituals, clothes, paintings, sculpture, poetry, design, and marketing, to name just a few examples.

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This lesson is designed to give the students a better understanding of how images are contextual, and through that context, can derive meaning and influence ideas.

This lesson leads into a project where the students will work in pairs to create their own "Words" video piece. A simple video will be shot with a pocket camera, such as a good mobile phone camera or Flip camera, edited, and uploaded to the Internet for assessment (and our entertainment!). The main objective is to capture, present and ultimately communicate a diverse series of ideas through word types, symbols, signs, and experiences.

The Door Scene - Lesson Plan

This is going to entail 5 full lessons based on a project called "The Door Scene."

This hands on and curriculum rich project is designed to allow student learning to emerge from creative collaboration and critical review of students' work, rather than from more traditional forms of classroom instruction. The process is a progressive cycle-essentially a series of learning discussions-in which students work collaboratively to produce a film for critical review and analysis by their peers, teachers.

In these rich and intense lessons students will work in small groups of 4 through a 5 day period, and come out of it with a greater appreciation of visual story telling as an art form.

These 5 lessons are recommended for second semester students, as the lessons are fast paced and full of multi-tasking roles. Also, you may only want to do this every other year so your students do not know the outcome of the 5 lessons.

****Before starting the following 5 lessons you need to make sure you have enough cameras and tripods for each group. You also have to make sure each group has an "assigned door" somewhere on your campus. This door should be located in an empty space as their filming will be distracting to others in the room if present. Students will have to be able to film on both sides of the door, so some pre-communication and planning on your end will be crucial. Students will have to act in a quick manner in order to get each days lesson finished. They may also have to complete some of the questions at home each night.**

Les Frères Lumière Court-métrage - Lesson Plan

Students create a short one shot video in the style of the *Lumière Brothers* and other turn of the century film pioneers. During the project, students explore early cinema and reflect on how the work of pioneering filmmakers still reverberates today. Students will learn to plan a short narrative film and create a cohesive video product without the benefit of utilizing modern filming technology or video editing. They will, so to speak, walk in the shoes of the very pioneers they study.

This Means That Part 2 - Lesson Plan

This is a companion lesson to TMT Pt.1. This lesson will continue to give the students a better understanding of how images are contextual.

Students get hands-on experience with pocket cameras by creating a video, in teams of 2, of an edited version of their slide presentation - "This Means That - part 1". In the process, they

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learn more about cinematography, the different ways that shots can be framed, and the purpose and effects of different types of shots.

Also included is a brief review of the elements and principles of design.

Audio for Film and Video

Students are trained in and demonstrate the basic fundamentals of on-set production audio recording, as well as in-studio voice-over recording, using a variety of microphones, within various recording conditions.

Lab/Classroom

4 Class Periods

Introduction to Sound for Film and Video - Lesson Plan

INTRODUCTION TO SOUND FOR FILM AND VIDEO

This lesson will teach the students the various audio elements within film. Students will watch videos, see examples of Foley, and discuss the various categories of sound. Using either free web-based sound files, recording them live, or using audio files from within a specific software program - students will add audio files to a (silent) video clip to create a finished edit with sound.

Basic Lighting for Film & Video

Students will learn the principals, theory and techniques in the use of Grip and Electric equipment to achieve the the creative and practical execution of lighting for Film & Broadcast, both on the field and in the studio.

Lab/Classroom

3 Class Periods

Three-Point Lighting System - Lesson Plan

Students will learn the equipment, techniques and terminology needed to utilize the three-point lighting system for film and video production. Students will then produce a video demonstrating the three-point-lighting system.

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Commercial, PSA, & Promo Video

Students are introduced to the conventions and styles of commercial, public service announcement (PSA) and promotional videos.

Lab/Classroom

7 Class Periods

Propaganda and Persuasion or influencing friends and convincing strangers - Lesson Plan

This lesson will introduce students to persuasion and propaganda techniques used in PSAs and commercials.

Producing the PSA - Lesson Plan

Students will evaluate, understand, and demonstrate the planning and production of a successful public service announcement.

Cultural Advertising: Coca Cola Ad Production and Research - Lesson Plan

This lesson takes the student through the process of studying the principles of advertising including Aristotle's triad of persuasion and finally performing market research for a country other than the United States. They will create an advertisement for Coca Cola within that country.

Basic Picture & Sound Editing

Students are instructed in the basic principals of non-linear digital video editing. Skills learned can be used with any non-linear editing software.

Lab/Classroom

5 Class Periods

The Trailer Park - Lesson Plan

Most students love to watch film and they also love to go to the movies. So they are already somewhat familiar with trailers whose purpose is to promote or market upcoming releases. Today, teachers and students can watch trailers via websites, so they are more accessible than ever. This lesson is for teachers who wish to consider using trailers to teach students how to be critical thinkers, identify mood & tone, and about persuasive techniques. Students will also have the opportunity to get hands on experience while making their own trailer for one of the videos they have previously made in your class.

In this lesson students will have the opportunity to learn what film trailers are and why they are used. This lesson will contain lecture, vocabulary, Hollywood trailer examples, and student made trailer examples.

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Basics of Video Titles - Lesson Plan

In this lesson, students will learn the basics of video titles and how to create their own using various techniques and programs for their video productions. Students will view, review and discuss the different types of titles for film and video, and then create title clips of their own either as stand alone products or as part of a larger video production project.

Log and Capture in FCP - Lesson Plan

Instruct students on a good format for logging and capturing your video footage and keeping it organized within Final Cut Studio application. This is a crucial point in ensuring that everything is labeled and setup correctly so that the footage is stored and captured in the correct location.

This lesson focuses on the use of MiniDV tapes set at NTSC. If the students are using HD cameras, the settings should be specific for HDV.

If there are enough lab stations, students should complete this task individually. If computers are limited pair students in groups of 2-3.

Art Direction & Production Design

Students are trained in the creative and technical fundamentals of set, prop, and costume design.

Lab/Classroom

3 Class Periods

Tools of the Visual Storyteller - Lesson Plan

This lesson will enable the students to see how the techniques of cinematography they've learned about are used to tell stories. The students will analyze movie clips that have no dialogue and determine how the story is told through shot composition, editing, and other visual elements.

Students will also begin to understand that just as artists who work in other visual art forms do, creators of movies and TV shows use the elements of art-the components used to create works of art, such as line, color, and shape-and principles of design-concepts relating to how the elements of art are arranged, such as balance, contrast, and rhythm.

This lesson will use the definitions and descriptions given in the attached handout as students analyze the use of art elements and design principles in movies and TV shows.

Documentary, News, & Reality

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Students are trained in the design and planning of non-fiction or "unscripted" video projects.

Lab/Classroom

7 Class Periods

Writing Non-Fiction for Video: Lesson 1 - Lesson Plan

This is a method for creating successful non-fiction stories for video (Documentary, News Story, etc). This lesson details a process for writing, planning, shooting and editing a short documentary or news story.

The emphasis is on creating an interesting story using an easy to understand template.

Students will use this template based on the three act structure to fill in the story ideas in an effective order. The order of information will be prescribed by the words, "Understand", "Care" "Feel", "Learn",

Writing Non-Fiction for Video: Lesson 2 - Lesson Plan

This lesson is part two of "Writing Non-Fiction For Video"

This lesson will walk students through the planning and completion of a short format documentary or news story.

Personal and Media Bias - Lesson Plan

This lesson introduces students to bias in both their own forms of communication and in the mass media. It demonstrates how choices are made in the presentation of information and that those choices can influence people and society. The decision of what to include and what to leave out is made all the time as media creators struggle to balance competing needs.

Multicamera Studio & Live Production

Students are trained in the principals of multi-camera shooting, for studio and in the field.

Lab/Classroom

7 Class Periods

Introduction of Multi-camera production - Lesson Plan

This lesson will introduce students to the uses of multicamera production in a studio setting and the differences from single camera production.

Music & Scoring

Students analyze the use of music in film and video projects, then spot, score, and sequence music for a project.

Lab/Classroom

5 Class Periods

Soundtrack Analysis - Lesson Plan

This lesson is designed to create a working knowledge and awareness of the technical aspects of a film score. This is an introduction to the process of "spotting" a film. Students explore the appropriate use of music to establish the basic mood, enhance the drama, establish the character of a person place or thing, give psychological insight and create continuity.

The emphasis of this lesson is to create awareness and understanding of composition techniques used in film scoring. When "spotting" a movie for music queues, it is necessary to understand typical and advanced musical techniques for enhancing the viewers experience. This lesson is an important introduction to the processes of "spotting" and scoring a film.

Job Shadowing, Internships, & Job Placement

Students are guided through the process of searching for and acquiring job shadow opportunities, internships, and employment in the commercial and entertainment media industries.

Lab/Classroom

3 Class Periods

Portfolio Development - Lesson Plan

This is a lesson about how students can create a portfolio that will be suitable for an end of term assessment (jury presentation), entrance into a summer art experience (CSSSA), entrance into a post secondary school experience, and for merit scholarships.

In many of our programs we have assessment in the form of a jury presentation at the end of each semester. This experience is tremendously helpful for the students to carefully examine their creative process, their ability to think critically as well as display skill in technique. It is also structured so the student has adequate experience in presenting and articulating his/her work in a professional manner to experts in the field.

