

**Newport-Mesa Unified School District  
Office of Secondary Curriculum and Instruction  
High School Course of Study**

|                     |   |                    |                          |
|---------------------|---|--------------------|--------------------------|
| <b>Course Title</b> | <i>Introduction Film and Video Production</i> | <b>Course Code</b> | <i>[Office use only]</i> |
|---------------------|---|--------------------|--------------------------|

|                                     |  |  |                   |                               |             |
|-------------------------------------|--|--|-------------------|-------------------------------|-------------|
| <b>Transcript Title:</b>            | <i>Introduction to Film/Video Production</i> | <b>Grades Levels:</b>  | <i>9-12</i>       | <b>Board Adoption Date:</b>   |             |
| <b>Content Area:</b>                | <i>DVMA</i>                                  | <b>GPA Scale:</b>  | <i>4.0</i>        | <b>Date Course Submitted:</b> |             |
| <b>Credential Required:</b>         | <i>CTE</i>                                   | <b>Graduation Subject Areas:</b>                               | <i>Humanities</i> | <b>CalPads Code:</b>          | <i>7244</i> |
| <b>UC/CSU "A-G" Area Approvals:</b> | <i>F</i>                                     | <b>School Site/person that wrote and submitted the course:</b> |                   | <i>John Hoist</i>             |             |
| <b>Recommend Skills:</b>            | <i>None</i>                                  |  |                   |                               |             |
| <b>Next course(s):</b>              | <i>Intermediate Film/Video Production</i>    |  |                   |                               |             |
| <b>Textbook to be used:</b>         |  |  |                   |                               |             |

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**DATE:** August 31, 2018

**INDUSTRY SECTOR:** Arts, Media, and Entertainment

**PATHWAY:** Production and Managerial Arts Pathway 113

**CBEDS TITLE:** Introduction Film/Video Production

**CBEDS Code:** 7244

**HOURS:**

| Total | Classroom | Laboratory/CC/CVE |
|-------|-----------|-------------------|
| 180   | hours     | hours             |

| JOB TITLE                                   | ONET CODES | JOB TITLE | ONET CODES |
|---|------------|-----------|------------|
| Film/Video Editors                          | 27-4032.00 |           |            |
| Audio/Video Equip Tech                      | 27-4011.00 |           |            |
| Camera Operators, TV, Video, Motion Picture | 27-4031.00 |           |            |

**COURSE DESCRIPTION:** 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.

**PREREQUISITES:** N/A

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|                            |                           |
|----------------------------|---------------------------|
| <b>High School Name:</b>   | <b>Site Prerequisite:</b> |
| Newport Harbor High School | Intro to Film and Video   |
|                            |                           |
|                            |                           |

**A – G APPROVAL:**    Yes    No    Desired

**ARTICULATION:**

|                          |                             |                              |
|--------------------------|-----------------------------|------------------------------|
| <b>High School Name:</b> | <b>College Name:</b>        | <b>College Course Title:</b> |
| NHHS                     | West Hills College Coalinga | Digital Video Production     |
|                          |                             |                              |
|                          |                             |                              |

**LEVEL:**    Introductory    Concentrator    Capstone

**CERTIFICATION:**

|                          |                                   |                     |
|--------------------------|-----------------------------------|---------------------|
| <b>High School Name:</b> | <b>Embedded/Leads to:</b>         | <b>Description:</b> |
| NHHS                     | Adobe Certified Associate/Premier |                     |
|                          |                                   |                     |
|                          |                                   |                     |

**METHOD OF STUDENT EVALUATION:**

- ✓ Pre and Post test
- ✓ Student Projects
- ✓ Written work
- ✓ Observation record of student performance
- ✓ Completion of assignments and worksheets

**METHOD OF INSTRUCTION:**

- ✓ Lecture
- ✓ Group and individual applied projects
- ✓ Demonstration
- ✓ Field Trips

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✓ Guest Speaker

**RECOMMENDED TEXTS:**

Click here to enter text.

**MODEL CTE PATHWAY:**

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| Grade                               | Fall Semester             | Spring Semester           |
|-------------------------------------|---------------------------|---------------------------|
| 9 <sup>th</sup> or 10 <sup>th</sup> | Intro to Film/Video A     | Intro to Film/Video B     |
| 11 <sup>th</sup>                    | Intermediate Film/Video A | Intermediate Film/Video B |
| 12 <sup>th</sup>                    | Advanced Film/Video A     | Advanced Film/Video B     |
| Elective                            |                           |                           |

**CALIFORNIA CAREER TECHNICAL EDUCATION MODEL CURRICULUM STANDARDS**

California Department of Education CTE Standards website: <http://www.cde.ca.gov/ci/ct/sf/ctemcstandards.asp>

**Arts, Media and Entertainment  
KNOWLEDGE AND PERFORMANCE ANCHOR STANDARDS**

**1.0 Academics**

Analyze and apply appropriate academic standards required for successful industry sector pathway completion leading to postsecondary education and employment. Refer to the Arts, Media, and Entertainment academic alignment matrix for identification of standards.

**2.0 Communications**

Acquire and accurately use Arts, Media, and Entertainment sector terminology and protocols at the career and college readiness level for communicating effectively in oral, written, and multimedia formats. (Direct alignment with LS 9-10, 11-12.6)

2.1 Recognize the elements of communication using a sender–receiver model.

2.2 Identify barriers to accurate and appropriate communication.

2.3 Interpret verbal and nonverbal communications and respond appropriately.

2.4 Demonstrate elements of written and electronic communication such as accurate spelling, grammar, and format.

2.5 Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

2.6 Advocate and practice safe, legal, and responsible use of digital media information and communications technologies.

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**3.0 Career Planning and Management**

Integrate multiple sources of career information from diverse formats to make informed career decisions, solve problems, and manage personal career plans. (Direct alignment with SLS 11-12.2)

- 3.1 Identify personal interests, aptitudes, information, and skills necessary for informed career decision making.
- 3.2 Evaluate personal character traits such as trust, respect, and responsibility and understand the impact they can have on career success.
- 3.3 Explore how information and communication technologies are used in career planning and decision making.
- 3.4 Research the scope of career opportunities available and the requirements for education, training, certification, and licensure.
- 3.5 Integrate changing employment trends, societal needs, and economic conditions into career planning.
- 3.6 Recognize the role and function of professional organizations, industry associations, and organized labor in a productive society.
- 3.7 Recognize the importance of small business in the California and global economies.
- 3.8 Understand how digital media are used by potential employers and postsecondary agencies to evaluate candidates.
- 3.9 Develop a career plan that reflects career interests, pathways, and postsecondary options.

**4.0 Technology**

Use existing and emerging technology to investigate, research, and produce products and services, including new information, as required in the Arts, Media, and Entertainment sector workplace environment. (Direct alignment with WS 11-12.6)

- 4.1 Use electronic reference materials to gather information and produce products and services.
- 4.2 Employ Web-based communications responsibly and effectively to explore complex systems and issues.
- 4.3 Use information and communication technologies to synthesize, summarize, compare, and contrast information from multiple sources.
- 4.4 Discern the quality and value of information collected using digital technologies, and recognize bias and intent of the associated sources.
- 4.5 Research past, present, and projected technological advances as they impact a particular pathway.
- 4.6 Assess the value of various information and communication technologies to interact with constituent populations as part of a search of the current literature or in relation to the information task.

**5.0 Problem Solving and Critical Thinking**

Conduct short as well as more sustained research to create alternative solutions to answer a question or solve a problem unique to the Arts, Media, and Entertainment sector, using critical and creative thinking, logical reasoning, analysis, inquiry, and problem-solving techniques. (Direct alignment with WS 11-12.7)

- 5.1 Identify and ask significant questions that clarify various points of view to solve problems.

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5.2 Solve predictable and unpredictable work-related problems using various types of reasoning (inductive, deductive) as appropriate.

5.3 Use systems thinking to analyze how various components interact with each other to produce outcomes in a complex work environment.

5.4 Interpret information and draw conclusions, based on the best analysis, to make informed decisions.

**6.0 Health and Safety**

Demonstrate health and safety procedures, regulations, and personal health practices and determine the meaning of symbols, key terms, and domain-specific words and phrases as related to the Arts, Media, and Entertainment sector workplace environment. (Direct alignment with RSTS 9-10, 11-12.4)

6.1 Locate, and adhere to, Material Safety Data Sheet (MSDS) instructions.

6.2 Interpret policies, procedures, and regulations for the workplace environment, including employer and employee responsibilities.

6.3 Use health and safety practices for storing, cleaning, and maintaining tools, equipment, and supplies.

6.4 Practice personal safety when lifting, bending, or moving equipment and supplies.

6.5 Demonstrate how to prevent and respond to work-related accidents or injuries; this includes demonstrating an understanding of ergonomics.

6.6 Maintain a safe and healthful working environment.

6.7 Be informed of laws/acts pertaining to the Occupational Safety and Health Administration (OSHA).

**7.0 Responsibility and Flexibility**

Initiate, and participate in, a range of collaborations demonstrating behaviors that reflect personal and professional responsibility, flexibility, and respect in the Arts, Media, and Entertainment sector workplace environment and community settings. (Direct alignment with SLS 9-10, 11-12.1)

7.1 Recognize how financial management impacts the economy, workforce, and community.

7.2 Explain the importance of accountability and responsibility in fulfilling personal, community, and workplace roles.

7.3 Understand the need to adapt to changing and varied roles and responsibilities.

7.4 Practice time management and efficiency to fulfill responsibilities.

7.5 Apply high-quality techniques to product or presentation design and development.

7.6 Demonstrate knowledge and practice of responsible financial management.

7.7 Demonstrate the qualities and behaviors that constitute a positive and professional work demeanor, including appropriate attire for the profession.

7.8 Explore issues of global significance and document the impact on the Arts, Media, and Entertainment sector.

**8.0 Ethics and Legal Responsibilities**

Practice professional, ethical, and legal behavior, responding thoughtfully to diverse perspectives and resolving contradictions when possible, consistent with applicable laws, regulations, and organizational norms. (Direct

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alignment with SLS 11-12.1d)

8.1 Access, analyze, and implement quality assurance standards of practice.

8.2 Identify local, district, state, and federal regulatory agencies, entities, laws, and regulations related to the Arts, Media, and Entertainment industry sector.

8.3 Demonstrate ethical and legal practices consistent with Arts, Media, and Entertainment sector workplace standards.

8.4 Explain the importance of personal integrity, confidentiality, and ethical behavior in the workplace.

8.5 Analyze organizational culture and practices within the workplace environment.

8.6 Adhere to copyright and intellectual property laws and regulations, and use and appropriately cite proprietary information.

8.7 Conform to rules and regulations regarding sharing of confidential information, as determined by Arts, Media, and Entertainment sector laws and practices.

**9.0 Leadership and Teamwork**

Work with peers to promote divergent and creative perspectives, effective leadership, group dynamics, team and individual decision making, benefits of workforce diversity, and conflict resolution as practiced in the SkillsUSA career technical student organizations. (Direct alignment with SLS 11-12.1b)

9.1 Define leadership and identify the responsibilities, competencies, and behaviors of successful leaders.

9.2 Identify the characteristics of successful teams, including leadership, cooperation, collaboration, and effective decision-making skills as applied in groups, teams, and career technical student organization activities.

9.3 Understand the characteristics and benefits of teamwork, leadership, and citizenship in the school, community, and workplace setting.

9.4 Explain how professional associations and organizations and associated leadership development and competitive career development activities enhance academic preparation, promote career choices, and contribute to employment opportunities.

9.5 Understand that the modern world is an international community and requires an expanded global view.

9.6 Respect individual and cultural differences and recognize the importance of diversity in the workplace.

9.7 Participate in interactive teamwork to solve real Arts, Media, and Entertainment sector issues and problems.

**10.0 Technical Knowledge and Skills**

Apply essential technical knowledge and skills common to all pathways in the Arts, Media, and Entertainment sector, following procedures when carrying out experiments or performing technical tasks. (Direct alignment with WS 11-12.6)

10.1 Interpret and explain terminology and practices specific to the Arts, Media, and Entertainment sector.

10.2 Comply with the rules, regulations, and expectations of all aspects of the Arts, Media, and Entertainment sector.

10.3 Construct projects and products specific to the Arts, Media, and Entertainment sector requirements and expectations.

10.4 Collaborate with industry experts for specific technical knowledge and skills.

**11.0 Demonstration and Application**

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|---|
| <p>Demonstrate and apply the knowledge and skills contained in the Arts, Media, and Entertainment anchor standards, pathway standards, and performance indicators in classroom, laboratory, and workplace settings, and through the SkillsUSA career technical student organizations.</p> <p>11.1 Utilize work-based/workplace learning experiences to demonstrate and expand upon knowledge and skills gained during classroom instruction and laboratory practices specific to the Arts, Media, and Entertainment sector program of study.</p> <p>11.2 Demonstrate proficiency in a career technical pathway that leads to certification, licensure, and/or continued learning at the postsecondary level.</p> <p>11.3 Demonstrate entrepreneurship skills and knowledge of self-employment options and innovative ventures.</p> <p>11.4 Employ entrepreneurial practices and behaviors appropriate to Arts, Media, and Entertainment sector opportunities.</p> <p>11.5 Create a portfolio, or similar collection of work, that offers evidence through assessment and evaluation of skills and knowledge competency as contained in the anchor standards, pathway standards, and performance indicators.</p> |
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CR = Classroom    LAB/CC = Laboratory/Shop/Community Classroom

| I.  | INTRODUCTION   | CR | LAB/CC | STANDARDS  |
|-----|--|----|--------|--|
|     | <p><i>A. Orientation &amp; Safety</i></p> <p>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.</p> <p><i>B. Computer</i></p> <p><i>C. Computer Basics</i></p> <ul style="list-style-type: none"> <li>• Understand and use computer operating system</li> <li>• Understand digital theory and file organization</li> <li>• Use supporting applications</li> <li>• Employ troubleshooting techniques</li> </ul>    | 6  | 2      | <p><b>Academic:</b><br/>           LS 9-10, 11-12.1, 11-12.3, 11-12.5, 11-12.6<br/>           WS 11-12.6, 11-12.7<br/>           RSIT 11-12.3, 11-12.4, 11-12.7<br/>           RHSS 11-12.7<br/>           RSLT 11-12.3, 11-12.4, 11-12.5,<br/>           RSTS 9-10, 11-12.4<br/>           SLS 9-10, 11-12.1<br/>           SLS 11-12.1d<br/>           SLS 11-12.1b</p> <p><b>CTE Anchor:</b><br/>           4.0<br/>           5.0<br/>           6.0<br/>           7.0<br/>           8.0<br/>           9.0<br/>           10.0</p> <p><b>CTE Pathway:</b><br/>           C1.3, 1.4<br/>           C4.4, 4.5<br/>           C7.1</p> |
| II. | <i>Basic Camera Operation &amp; Shot Composition</i>   | CR | LAB/CC | STANDARDS  |
|     | <p>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.</p> <p>Digital Video Camera</p> <ol style="list-style-type: none"> <li>1. Understand and identify the various aspects of a digital video camera</li> <li>2. Demonstrate the ability to use the camera operating manual. Set-up and properly use a video camera</li> <li>3. Understand the processes to clean and maintain camera equipment</li> </ol> <p>Camera Angles and Composition</p> | 8  | 12     | <p><b>Academic:</b><br/>           LS11-12.6<br/>           RSIT11-12.3<br/>           RLST 11-12.3, 11-12.4,<br/>           11-12.5<br/>           ETS1.B</p> <p><b>CTE Anchor:</b><br/>           4.0<br/>           5.0<br/>           6.0<br/>           7.0<br/>           9.0<br/>           10.0<br/>           11.0</p> <p><b>CTE Pathway:</b><br/>           C1.4<br/>           C2.0, 2.1, 2.2, 2.3<br/>           C4.1, 4.3, 4.4</p>  |

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|-------------|--|-----------|--------------------|--|
|             | <ul style="list-style-type: none"> <li>4. Understand concepts of composition, perspectives, and point-of-view</li> <li>5. Identify and define different angles of video taping</li> <li>6. Demonstrate effective use of various camera angles in video assignments</li> </ul>  |           |                    |  |
| <b>III.</b> | <b><i>Writing for the Screen &amp; Pre-Production</i></b>  | <b>CR</b> | <b>LAB/<br/>CC</b> | <b>STANDARDS</b>   |
|             | <p>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.</p> <ul style="list-style-type: none"> <li>A. Writing for film and video</li> <li>B. Outline and format the script as digital document</li> <li>C. Compose and storyboard script</li> </ul> <p>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.</p> <ul style="list-style-type: none"> <li>D. Copyright, Fair Use, and Digital Ethics</li> <li>E. Storyboarding</li> <li>F. Set Design</li> </ul> | 8         | 12                 | <p><b>Academic:</b><br/>           LS11-12.1,11-12.2, 11-12.3, 11-12.5, 11-12.6<br/>           RLST11-12.1,11-12.5, 11-12.7, 11-12.9<br/>           WS11-12.4, 11-12.5, 11-12.6<br/>           WHSST11-12.3, 11-12.4, 11-12.5,11-12.6, 11-12.10</p> <p><b>CTE Anchor:</b><br/>           2.0<br/>           9.0<br/>           10.0<br/>           11.0</p> <p><b>CTE Pathway:</b><br/>           C2.2, 2.3<br/>           C4.1, 4.2, 4.3, 4.4</p> |
| <b>IV.</b>  | <b><i>Basic Narrative Production &amp; Editing</i></b>   | <b>CR</b> | <b>LAB/<br/>CC</b> | <b>STANDARDS</b>   |
|             | <p>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.</p> <ul style="list-style-type: none"> <li>1. On set Production Protocol</li> <li>2. Proper Equipment set up and breakdown</li> </ul> <p>Students are instructed in the basic principles of non-linear digital video editing. Skills learned can be used with any non-linear editing software.</p> <ul style="list-style-type: none"> <li>B. Learn and use entry-level &amp; professional digital audio/video editing software</li> </ul>   | 15        | 21                 | <p><b>Academic:</b><br/>           WS 11-12.6, 11-12.7<br/>           SLS 9-10, 11-12.1,11-12.1b<br/>           LS 11-12.6</p> <p><b>CTE Anchor:</b><br/>           4.0<br/>           5.0<br/>           7.0<br/>           9.0<br/>           10.0<br/>           11.0</p> <p><b>CTE Pathway:</b><br/>           C1.2,1.4<br/>           C2.0,2.1,2.3<br/>           C4.0,4.1,4.4</p>  |

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|             | <p>C. Comprehend and use terms and techniques relating to digital video and audio recording and editing.</p> <p>D. Apply proper transitions, edits, titles, effects, media and output control</p> <p>E. Understand and demonstrate Montage and Continuity editing scenarios.</p> <p>F. Create and compress digital video files, photographs and audio files in various formats such as Web, Quicktime, etc.</p>   |           |                    |  |
| <b>V.</b>   | <b><i>Audio for Film and Video</i></b>  | <b>CR</b> | <b>LAB/<br/>CC</b> | <b>STANDARDS</b>   |
|             | <p>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.</p> <ol style="list-style-type: none"> <li>a. Utilize various Audio file formats</li> <li>b. Download Internet audio files from open-source sites</li> <li>c. Record and edit voice narration</li> <li>d. Utilize multiple audio tracks in a project</li> <li>e. Create original Foley Art sound and original Music compositions</li> </ol> | 12        | 17                 | <p><b>Academic:</b><br/>           WS 11-12.6<br/>           RLST 11-12.7<br/>           LS 11-12.6<br/>           RHSS 11-12.9</p> <p><b>CTE Anchor:</b><br/>           4.0<br/>           10.0<br/>           11.0</p> <p><b>CTE Pathway:</b><br/>           C1.4<br/>           C2.1,2,3<br/>           C4.0,4.4<br/>           C7.0, 7.1</p> |
| <b>VI.</b>  | <b><i>Basic Lighting for Film &amp; Video</i></b>   | <b>CR</b> | <b>LAB/<br/>CC</b> | <b>STANDARDS</b>   |
|             | <p>Students will learn the principals, theory and techniques in the use of Grip and Electric equipment to achieve the creative and practical execution of lighting for Film &amp; Broadcast, both on the field and in the studio.</p> <ol style="list-style-type: none"> <li>1. Identify and utilize the concepts and equipment used for video lighting</li> <li>2. Properly set-up a scene with the key light, fill light, set light and back light</li> </ol>   | 12        | 17                 | <p><b>Academic:</b><br/>           WS 11-12.6<br/>           RHSS 11-12.7</p> <p><b>CTE Anchor:</b><br/>           10.0<br/>           11.0</p> <p><b>CTE Pathway:</b><br/>           C1.2,1.4<br/>           C2.3<br/>           C7.0, 7.1</p>  |
| <b>VII.</b> | <b>EMPLOYMENT PORTFOLIO</b>   | <b>CR</b> | <b>LAB/<br/>CC</b> | <b>STANDARDS</b>   |
|             | <p>A. Students will prepare a professional portfolio.</p> <ol style="list-style-type: none"> <li>1. Portfolio showcases best professional level work</li> <li>2. Portfolio is organized</li> </ol>  | 14        | 24                 | <p><b>Academic:</b><br/>           SLS 9-10, 11-12.2d 11-12.2,<br/>           11-12.6<br/>           LS 9-10, 11-12.6<br/>           WS 11-12.8</p>  |

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|  | <ul style="list-style-type: none"> <li>3. Job application</li> <li>4. Resume</li> <li>5. References</li> </ul> |  |  | <p><b>CTE Anchor:</b><br/> 2.0<br/> 3.0<br/> 7.0<br/> 8.0</p> <p><b>CTE Pathway:</b><br/> C1.2<br/> C3.1<br/> C4.1<br/> C5.0<br/> C6.0<br/> C7.0</p> |
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