

## **Moon Area School District Curriculum Map**

**Course: Television Production 1**

**Grade Level: 9-12**

**Content Area: Technology Ed**

**Frequency: Full-Year Course**

### **Big Ideas**

Television production is a course that covers the foundations, theory, and practice of television studio and media production. In this course students learn to operate professional television studio equipment. Students will develop, examine, and practice all phases of television production through writing, shooting, and editing.

### **Essential Questions**

1. What is Television Production all about?
2. What are the three phases to any professionally produced video?
3. What are the basic parts of any television production system?
4. What are the benefits of digital television?
5. What is linear editing?
6. What is Camera Framing?
7. What are the major camera movements?
8. What is continuity in editing?
9. What are the major parts of a camera?
10. What does good audio do to affect the or change the viewing experience?
11. What are on-screen graphics?
12. What are the basic elements to an interview?
13. What is studio broadcasting?
14. What equipment types are used during a multi-camera studio broadcasting / production?
15. What is a movie trailer?
16. What is the purpose of a movie trailer?

### **Primary Resource(s) & Technology:**

Textbook Series, Teacher Produced videos, Adobe Creative Cloud  
Microsoft Teams

### **Pennsylvania and/or focus standards referenced at:**

[www.pdesas.org](http://www.pdesas.org)  
[www.education.pa.gov](http://www.education.pa.gov)

<b>Big Ideas/ EQs</b>	<b>Focus Standard(s)</b>	<b>Assessed Competencies (Key content and skills)</b>	<b>Timeline</b>
	Eligible Content:	<ul style="list-style-type: none"> <li>•</li> </ul>	August - September  (Weeks or Days)
1		<ul style="list-style-type: none"> <li>• Basics of TV Production</li> <li>• The history of TV production.</li> <li>• Historical impacts of television</li> <li>• Types of television productions and programs.</li> <li>•</li> </ul>	Weeks 1-2
2		<ul style="list-style-type: none"> <li>• Three Phases of Television Production</li> <li>• Pre-Production</li> <li>• Jobs associated with Pre-Production Phase.</li> <li>• Production</li> <li>• Jobs associated with Production Phase.</li> <li>• Post-Production</li> <li>• Jobs associated with Post-Production Phase.</li> </ul>	Weeks 2-4
3		<ul style="list-style-type: none"> <li>• Viewing and Auditory experience.</li> <li>• Video capturing equipment.</li> <li>• Audio capturing equipment.</li> <li>•</li> </ul>	Weeks 4-5
4		<ul style="list-style-type: none"> <li>• Signal transport</li> <li>• File Compatibility</li> <li>• File Compression</li> <li>• Device Cross-over</li> <li>• Editing and file manipulation</li> </ul>	Week 6
5		<ul style="list-style-type: none"> <li>• Linear and non-linear editing</li> <li>• Evolution of editing</li> <li>• 3 Step Editing</li> <li>• Input, Output, Timeline.</li> </ul>	Week 6-9
6		<ul style="list-style-type: none"> <li>• Rule of thirds</li> <li>• Camera Framing</li> <li>• Picture Composition</li> <li>• Shot Types</li> </ul>	Weeks 9-12
7		<ul style="list-style-type: none"> <li>• Tilt</li> <li>• Pan</li> <li>• Zoom</li> <li>• Truck</li> </ul>	Weeks 10- 12

		<ul style="list-style-type: none"> <li>• Dolley</li> <li>• Long Take / Continuous Shot</li> </ul>	
8		<ul style="list-style-type: none"> <li>• Matching Action</li> <li>• 180 Degree Rule</li> <li>• 4<sup>th</sup> Wall</li> </ul>	Weeks 12-15

9		<ul style="list-style-type: none"> <li>• <b>Camera Body</b></li> <li>• <b>Lens</b></li> <li>• <b>Viewfinder</b></li> <li>• <b>Video / Audio Outputs</b></li> <li>• <b>Types Video / Audio Recording Media</b></li> <li>• <b>File types and extensions.</b></li> </ul>	<b>Weeks 15 - 20</b>
10		<ul style="list-style-type: none"> <li>• Types of Recording Audio equipment</li> <li>• Types of Audio playback</li> <li>• Audio playback and the viewing experience.</li> <li>• The Voiceover.</li> <li>• Types of sound enhancements.</li> <li>• Background and Foreground.</li> </ul>	Weeks 20 - 26
11		<ul style="list-style-type: none"> <li>• Digital Image File types</li> <li>• Overlays</li> <li>• Upper thirds</li> <li>• Lower thirds</li> <li>• Ticker or scrolling</li> </ul>	Weeks 24-26
12		<ul style="list-style-type: none"> <li>• Essential Interview Questioning</li> <li>• On-screen vs off-screen</li> <li>• Interview lighting</li> </ul>	Weeks 26-28
13		<ul style="list-style-type: none"> <li>• Broadcasting Vs. Streaming</li> <li>• Types of broadcasting.</li> <li>• News gathering</li> <li>• Field Production</li> </ul>	Weeks 28-32
14		<ul style="list-style-type: none"> <li>• Studio Camera Operation</li> <li>• Studio Camera Mounts</li> <li>• Studio Cabling</li> <li>• Audio Gathering</li> <li>• Audio Mixer</li> <li>• Camera Switcher</li> <li>• Teleprompter Software</li> <li>• Lighting Controls</li> </ul>	Weeks 28 - 32

		<ul style="list-style-type: none"><li>• Multi-camera interface. NewTek TriCaster</li></ul>	
15		<ul style="list-style-type: none"><li>• Movie Trailer Elements</li><li>• Movie Trailer Breakdown</li><li>• Movie Trailer Creation</li></ul>	Weeks 32-40