Utah CTE

TV Broadcasting 1 (2025)

Students will be able to demonstrate the purpose of storytelling and news gathering. 1

1. **When planning a broadcast, identify the following and how they affect the planning process:** 1.1
    1. Purpose 1.1.1
    2. Audience 1.1.2
2. **Explore Journalism ethics.** 1.2
    1. Free exchange of information 1.2.1
    2. Responsibility for accuracy 1.2.2
    3. Honest and fair 1.2.3
    4. Serving the public 1.2.4
    5. Accountable and transparent 1.2.5
3. **Understand and demonstrate how to determine what is a newsworthy story:** 1.3
    1. Impact 1.3.1
    2. Proximity 1.3.2
    3. Timeliness 1.3.3
    4. Prominence 1.3.4
    5. Conflict 1.3.5
4. **Understand how to tell a story using the following types of content:** 1.4
    1. On Air Anchors 1.4.1
    2. Pre Recorded Segments / Package 1.4.2
    3. Live Interviews 1.4.3

Students will be able to understand and demonstrate knowledge of pre-production meetings. 2

1. **Create and use a rundown to plan broadcasts.** 2.1
    1. Show Structure 2.1.1
    2. Segments 2.1.2
    3. Script 2.1.3

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1. **Identify the basic functions of the main parts of a camera, including:** 3.1
    1. Sensor 3.1.1
    2. Lens 3.1.2

of the correct operation of the camera. 3

3 Body 3.1.3

4 Electronic Viewfinder or LCD (Liquid Crystal Display) Screen 3.1.4

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2 Demonstrate understanding of basic camera operations, including: 3.2

1 Focus 3.2.1

2 White balance, both indoors and outdoors 3.2.2

3 Basic exposure involving the iris/aperture and shutter speed 3.2.3

4 Recording settings 3.2.4

1 Current camera resolutions (1080 HD, 4K, etc.) 3.2.4.1

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3 Demonstrate understanding of basic camera supports, including: 3.3

1 Tripod 3.3.1

2 Monopod 3.3.2

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4 Identify and demonstrate effective shot composition (framing). 3.4

1 Rule of thirds 3.4.1

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5 Identify and demonstrate effective use of various shot (size) selections, including: 3.5

1 Wide (WS) 3.5.1

2 Medium (MS) 3.5.2

3 Close-up (CU) 3.5.3

4 Extreme close-up (ECU) 3.5.4

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6 Identify and demonstrate effective use of various camera movements, including: 3.6

1 Pan 3.6.1

2 Tilt 3.6.2

3 Zoom 3.6.3

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7 Identify and demonstrate effective use of various camera angles, including: 3.7

1 High angle 3.7.1

2 Eye level 3.7.2

3 Low angle 3.7.3

Students will be able to understand and demonstrate procedures for recording and editing au

1 Identify various types of microphones and demonstrate appropriate use of each. 4.1

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1. Microphone types 4.1.1
    1. Lavaliere 4.1.1.1
    2. Handheld mic 4.1.1.2
    3. Shotgun/Boom mic 4.1.1.3
2. Audio Connector 4.1.2
    1. ⅛” Stereo and ⅛” Mono 4.1.2.1

2. **Demonstrate effective audio recording.** 4.2
    1. Understand and demonstrate effective control of natural sound. 4.2.1
    2. Understand and demonstrate appropriate levels while recording 4.2.2
        1. Clipping 4.2.2.1
        2. Monitor in headphones 4.2.2.2

3. **Demonstrate effective audio editing.** 4.3
    1. Identify and set appropriate audio levels for different audio types: 4.3.1
        1. Dialogue 4.3.1.1
        2. Sound Effect 4.3.1.2
        3. Music 4.3.1.3

Students will be able to understand and demonstrate knowledge of basic lighting principles. 5

1. **Demonstrate understanding of three-point lighting and its components:** 5.1
    1. Key light 5.1.1
    2. Fill light 5.1.2
    3. Back light 5.1.3

2. **Setup and use lighting appropriately for various situations, including:** 5.2
    1. Natural vs. artificial light 5.2.1

Students will be able to understand and demonstrate knowledge of post-production. 6

1. **Demonstrate appropriate file management.** 6.1
    1. Transferring 6.1.1
    2. Organizing 6.1.2
    3. Naming 6.1.3

2. **Demonstrate effective editing workflows.** 6.2
    1. Preview media 6.2.1
    2. Rough Edit 6.2.2
    3. Final Cut 6.2.3
    4. Export 6.2.4

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3. **Demonstrate the use of graphics and effects in a broadcast.** 6.3

1. Graphics/Title Design 6.3.1
2. Keyframe animation 6.3.2
3. Chroma key 6.3.3
4. Lower thirds 6.3.4
5. Title safe area 6.3.5
6. Still images 6.3.6

4 Understand and demonstrate effective output of media. 6.4

1. Understand and use appropriate settings for desired output: 6.4.1
    1. File Name & Location 6.4.1.1
    2. Aspect Ratio (Horizontal or Vertical) 6.4.1.2
    3. Resolutions (1080, 4K, etc.) 6.4.1.3
    4. File Type (MP4, MOV, etc.) 6.4.1.4
    5. File Size (H.264, ProRes, etc.) 6.4.1.5

Students will be able to understand and demonstrate knowledge of broadcast production equipment and components. 7

1 Demonstrate basic use of a live production switcher and identify its components. 7.1

1. Preview Row 7.1.1
2. Program Row 7.1.2
3. Fader Bar 7.1.3

2 Demonstrate basic use of an audio mixer (soundboard). 7.2

1. Inputs/Outputs 7.2.1
2. Faders 7.2.2
3. Master Fader 7.2.3

3 Demonstrate proper use of a teleprompter. 7.3

4 Identify various cord / cable connectors 7.4

1. SDI (Serial Digital Interface) 7.4.1
2. HDMI (High-Definition Multimedia Interface) 7.4.2
3. 1/8” Stereo / Mono 7.4.3
4. XLR (External Line Return) 7.4.4

Students will be able to understand and demonstrate knowledge of stu

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1 Understand various control room crew responsibilities. 8.1

1. Producer 8.1.1
2. Director 8.1.2
3. Technical Director 8.1.3

4 Audio Technician 8.1.4

5 Video playback/Graphics 8.1.5

6 Teleprompter Operator 8.1.6

2 Understand various studio crew responsibilities. 8.2

1 Floor Director 8.2.1

2 Camera Operator 8.2.2

3 Talent 8.2.3

Students will be able to understand and practice copyright laws, ethics and legal issues as identified in United States Code Title 17 Chapter 1 Section 101. 9

1 Define and demonstrate copyright, licensing, and creative commons. 9.1

Students will understand and demonstrate the importance of career readiness and professionalism skills related to the workplace. 10

1 Explore career options related to course content. 10.1

2 Explore and participate in cocurricular activities related to course content. 10.2

1 Career Technical Student Organizations (CTSO's) 10.2.1

1 SkillsUSA 10.2.1.1

2 Technology Student Association 10.2.1.2

2 Other State and National Organizations 10.2.2