

Video Production 1 (2025)

Students will be able to understand and demonstrate the process of pre-production. **1**

1 Demonstrate understanding of basic storytelling principles, including: **1.1**

1 Beginning, Middle, & End **1.1.1**

2 Create a storyboard. **1.2**

3 Organize and plan a production, including: **1.3**

1 Shot list **1.3.1**

2 Shoot schedule **1.3.2**

3 Crew and cast responsibilities. **1.3.3**

Students will be able to understand and demonstrate the correct operation of the camera. **2**

1 Identify the basic functions of the main parts of a camera, including: **2.1**

1 Sensor **2.1.1**

2 Lens **2.1.2**

3 Body **2.1.3**

4 Electronic Viewfinder or LCD (Liquid Crystal Display) Screen **2.1.4**

2 Demonstrate understanding of basic camera operations, including: **2.2**

1 Focus **2.2.1**

2 White balance, both indoors and outdoors **2.2.2**

3 Basic exposure involving the iris/aperture and shutter speed **2.2.3**

4 Recording settings **2.2.4**

1 Current camera resolutions (1080 HD, 4K, etc.) **2.2.4.1**

2 Frame rates and their uses. (24, 30, 60, 120, etc.) **2.2.4.2**

3 Demonstrate understanding of basic camera supports, including: **2.3**

1 Tripod **2.3.1**

2 Monopod **2.3.2**

4 Identify and demonstrate effective shot composition (framing). **2.4**

1 Rule of thirds **2.4.1**

5 Identify and demonstrate effective use of various shot selections, including: **2.5**

1 Wide (WS) **2.5.1**

- 2 Medium (MS) 2.5.2
 - 3 Close-up (CU) 2.5.3
 - 4 Extreme close-up (ECU) 2.5.4
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6 Identify and demonstrate effective use of various camera movements, including: 2.6

- 1 Pan/Tilt 2.6.1
 - 2 Dolly 2.6.2
 - 3 Zoom 2.6.3
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7 Identify and demonstrate effective use of various camera angles, including: 2.7

- 1 High angle 2.7.1
 - 2 Eye level 2.7.2
 - 3 Low angle 2.7.3
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Students will be able to understand and demonstrate procedures for recording and editing audio. 3

1 Identify various types of microphones and demonstrate appropriate use of each. 3.1

- 1 Microphone types 3.1.1
 - 1 Lavalier 3.1.1.1
 - 2 Handheld mic 3.1.1.2
 - 3 Shotgun/Boom mic 3.1.1.3
 - 2 Audio Connector 3.1.2
 - 1 1/8" Stereo and 1/8" Mono 3.1.2.1
 - 2 XLR 3.1.2.2
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2 Demonstrate effective audio recording. 3.2

- 1 Understand and demonstrate effective control of ambient sound. 3.2.1
 - 2 Understand and demonstrate appropriate levels while recording. 3.2.2
 - 3 Clipping 3.2.3
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3 Demonstrate effective audio editing. 3.3

- 1 Identify and set appropriate audio levels for different audio types: 3.3.1
 - 1 Dialogue 3.3.1.1
 - 2 Sound effects 3.3.1.2
 - 3 Music 3.3.1.3
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Students will be able to understand and demonstrate knowledge

1 Demonstrate understanding of three-point lighting and its components: 4.1

- 1 Key light 4.1.1
- 2 Fill light 4.1.2

of basic lighting principles. 4

3 Back light 4.1.3

2 Setup and use lighting appropriately for various situations, including: 4.2

1 Natural vs. artificial light 4.2.1

Students will be able to understand and demonstrate knowledge of post-production. 5

1 Demonstrate appropriate file management. 5.1

1 Transferring 5.1.1

2 Organizing 5.1.2

3 Naming 5.1.3

2 Demonstrate effective editing workflows. 5.2

1 Preview media 5.2.1

2 Rough Edit 5.2.2

3 Final Cut 5.2.3

4 Export 5.2.4

3 Demonstrate the use of filters and effects 5.3

1 Graphics/Titles 5.3.1

2 Keyframe animation 5.3.2

3 Chroma key 5.3.3

4 Understand and demonstrate effective output of media. 5.4

1 Understand and use appropriate settings for desired output: 5.4.1

1 File Name & Location 5.4.1.1

2 Aspect Ratio (Horizontal or Vertical) 5.4.1.2

3 Resolutions (1080, 4K, etc.) 5.4.1.3

4 File Type (MP4, MOV, etc.) 5.4.1.4

5 File Size (H.264, ProRes, etc.) 5.4.1.5

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. 6

1 Define and demonstrate copyright, licensing, and creative commons. 6.1

Students will understand and demonstrate the importance of career

1 Explore career options related to course content. 7.1

2 Explore and participate in cocurricular activities related to course content. 7.2

**readiness and
professionalism skills
related to the
workplace. 7**

- 1 Career Technical Student Organizations (CTSO's) 7.2.1
 - 1 SkillsUSA 7.2.1.1
 - 2 Technology Student Association 7.2.1.2
- 2 Other State and National Organizations 7.2.2
- 3 Related technical competitions 7.2.3