# ACALANES UNION HIGH SCHOOL DISTRICT

Visual and Performing Arts Subject Area

COURSE TITLE:	Video Production 2
COURSE CODE	V0914P
GRADE LEVEL:	10-12
COURSE LENGTH:	Year
PREREQUISITE:	Video Production 1
<u>CREDIT:</u>	10 credits
UC/CSU CREDIT:	Meets Visual and Performing Arts "f" requirements
GRADUATION REQUIR	EMENT: Fulfills 10 units of Visual and Performing Arts/Foreign Language/Career Tech requirements for graduation
STANDARDS AND BEN	CHMARKS Visual and Performing Arts: Expert Benchmarks 1.6-1.12, 2.9, 2.10-2.12, 3.6-3.7, 4.6-4.10, 5.4-5.5
COURSE DESCRIPTION	Video Production 2 is organized around the five major Standards of the California Arts curriculum. Students will study and research film genres in order to understand the complexity of video art and its role in film history. As each standard is intro- duced, students will apply and practice the principles learned in that standard through a major course project. Each project will require the application of sophisticated videography techniques as outlined in the arts standards. The course projects will be included in the student's cumulative portfolio.
<u>COURSE GOALS:</u>	<ol> <li>Students will:         <ol> <li>Apply advanced design principles to video and film techniques.</li> <li>Create original video works using a variety of media and advanced technical processes.</li> <li>Demonstrate knowledge of a variety of film genres and develop a portfolio that explores one genre in depth.</li> </ol> </li> <li>Analyze, evaluate, synthesize and respond to the intent purpose and technical proficiency of works of film and video and will be able to make sound critical judgments about the quality and success of video and film as artworks.</li> </ol>
TEXTBOOK MATERIALS	<u>S:</u> None
TEACHER RESOURCES:	A Personal Journey with Martin Scorsese Through American Movies - film Final Cut Pro Manual <u>Film Art: An Introduction</u> , by David Bordwell and Kristin Thompson, McGraw-Hill Adobe Photoshop Classroom Making Documentaries and Reality Videos - Barry Hampe Professional Journals - Reading materials based on selection of genre content areas

		HSEE	Standards & Benchmarks	Assessment	Timeline
Strand 1: Artistic Perception - Processing, analyzing, and respond- ing to sensory information through the language and skill unique to visual arts.					
1.0 STUDENTS PERCEIVE THE WORLD IN ARTISTIC WAYS BY REFINING HIS/HER SENSORY PERCEPTIONS OF WORKS OF ART, EVENTS, OBJECTS IN NATURE, AND THE ENVIRONMENT.		N/A	1.0		15% of class time
Expert Be	enchmarks:				
1.1	Analyze and discuss the complex design elements in film and video; shapes/forms, space, advanced color theory implied and actual texture, scale, expressive content and real vs. virtual in video productions.		1.6	Constructed Response	
1.2	Discuss a series of his/her original works using learned video art vocabulary to analyze the work in terms of personal direction.		1.7	Personal Communication	
1.3	Compare two works from different film genres according to the application of design principles		1.8	Constructed Response	
1.4	Using appropriate art vocabulary, compare how distor- tion is used in video to the artist's use of distortion in painting or sculpture.		1.9	Personal Communication	
1.5	Describe his/her use of the art elements to express mood(s) in one or more of his/her video pieces.		1.10	Personal Communication	
1.6	Select three video works from his/her portfolio and dis- cuss the intent of the work and the use of media.		1.11	Personal Communication	

	HSEE	Standards & Benchmarks	Assessment	Timeline
1.7 Analyze the works of a well-known director in terms of genres used and how the choice affects the director's style.		1.12	Constructed Response	
1.8 Utilize the vocabulary of the visual arts to express his/her observations.		1.12	Personal Communication	
Strand 2: Creative Expression - Creating, performing, and partici- pating in the visual arts.				
Standard 2         2.0       STUDENTS APPLY ARTISTIC KNOWLEDGE AND SKILLS IN A VARIETY OF VISUAL ARTS MEDIA AND TECHNICAL PROCESSES TO COMMUNICATE MEAN- ING AND INTENT THROUGH THE CREATION OF ORIGINAL ARTWORKS.         Expert Benchmarks	N/A	2.0		60% of class time
2.1. Create original video works of increasing complexity and with increased skills using a variety of editing processes.		2.9	Performance Assessment	
2.2. Select work and presents it appropriately in a video or film festival		2.10	Performance Assessment	
2.3. Demonstrate in his/her video productions a personal style and an advanced proficiency in communication of idea, theme or genre.		2.12	Performance Assessment	
Strand 3: Historical and Cultural context - Understanding histori- cal contributions and cultural dimensions of the visual arts.				

		HSEE	Standards & Benchmarks	Assessment	Timeline
3.0	STUDENTS DESCRIBE AND ANALYZE THE ROLE AND DEVELOPMENT OF VIDEO ART IN PAST AND PRE- SENT CULTURES THROUGHOUT THE WORLD NOT- ING HUMAN DIVERSITY AS IT RELATES TO FILM AND VIDEO PRODUCTION. t Benchmarks	N/A	3.0		10% of class time
LAPCI	<u>t benchmarks</u>				
	3.1. Compare similarities and contrast differences in the purposes of video created in selected cultures.		3.6	Personal Communication	
	3.2. Investigate and discuss universal concepts expressed in video and film from diverse cultures.		3.7	Constructed Response	
	d 4: Aesthetic valuing - Responding to, analyzing, and mak- idgments about visual arts.				
4.0 <u>Exper</u>	STUDENTS CONSIDER WHY PEOPLE MAKE FILM; ANALYZE AND INTERPRET VIDEO ART IN ORDER TO DERIVE MEANING; DEVELOP CRITERIA TO MAKE IN- FORMED JUDGMENTS ABOUT THE QUALITY OF HIS/HER WORK AND THE WORK OF OTHERS. t Benchmarks	N/A	4.0		10% of class time
	4.1 Analyze the relationship between the producer, the director and the film.		4.6	Personal Communication	
	4.2 Compare the ways that the meaning of film and/or video has changed over time.		4.7	Personal Communication	
	4.3 Analyze and articulate how society influences the in- terpretation of film and video.		4.8	Personal Communication	

	HSEE	Standards & Benchmarks	Assessment	Timeline
4.4 Use criteria for making judgments and identifies the difference between preference and judgment.		4.9	Constructed Response	
4.5 Develop a written criterion for the selection of a body of their own work (portfolio) that represents significant achievements.	f	4.10	Constructed Response	
Strand 5: Connections, Relations, and Application - Connecting and applying what is learned in the visual arts to other art forms, subject areas, and careers.				
5.0 STUDENTS APPLY WHAT THEY LEARN IN VIDEO PRODUCTION ACROSS SUBJECT AREAS AND BE- YOND THE CLASSROOM; DEVELOP VISUAL LITER- ACY AND COMPETENCIES IN PROBLEM SOLVING, COMMUNICATION, AND MANAGEMENT OF TIME AND RESOURCES; LEARN ABOUT CAREERS IN AND RELATED TO VIDEO PRODUCTION.	N/A	5.0		5% of class time
Expert Benchmarks				
5.1. Investigate and report on the essential features of futur technologies that will affect video production and define the art.	2	5.4	Constructed Response	
5.2. Prepare a portfolio of original video work for review by university admissions counselors and/or studio directors.	7	5.5	Performance Assessment	

#### **TEACHING STRATEGIES AND PROCEDURE:**

Direct instruction, modeling demonstrations, group discussion and presentation, Reading, annotating, outlining, storyboarding Script writing Exhibitions and competitions Self-directed collaborative learning

#### **GRADING GUIDELINES:**

Tests / Finals / Written Work15%Performance Projects75%Scripts & Storyboards10%