

Unit 2: Advanced Coverage & Camera Angles

Unit #: APSDO-00093024
Team: Jeffrey DuBois (Author)

Grade(s): 9, 10, 11, 12
Subject(s): Technology
Course(s): VIDEO PRODUCTION II

Unit Focus

In this unit, students will learn industry-standard coverage, camera movements, and cinematography techniques to make professional-looking scenes and interviews. Students will apply their learning by capturing a scene using advanced camera movement, manual features, and shot styles to produce a professional-looking product. Primary instructional materials include, but are not limited to, high-end cameras with all manual settings, audio recorder, mobile lighting, editing equipment, and editing software.

Stage 1: Desired Results

Established Goals	Transfer	
Standards <ul style="list-style-type: none"> • Connecticut Goals and Standards <ul style="list-style-type: none"> ◦ <i>Technology Education: 7-12</i> <ul style="list-style-type: none"> ▪ DIGITAL VIDEO PRODUCTION <ul style="list-style-type: none"> ▪ DIG100 Video Production Skills. Understand video production as a communication tool and the equipment and skills required to properly communicate a message. ▪ DIG102 Pre-Production. Describe the process used for concept development and storyboarding as part of the pre-production process while focusing on the importance of communication, deadlines, and legal considerations. ▪ DIG103 Production. Identify and describe the elements of production to effectively deliver a message. ▪ DIG104 Cinematic Principles. Describe and apply fundamental camera operations, movement, and composition. ▪ DIG105 Post-Production. Identify and describe the elements of post-production to effectively deliver a message. ▪ DIG106 Media Components and Concepts. Identify and understand the technological literacy of video production. 	<i>What kinds of long-term, independent accomplishments are desired? Students will be able to independently use their learning to...</i>	
	T1 (T4) Demonstrate fluency and precision in industry standard processes.	
	T2 (T5) Effectively collaborate with others toward(s) a common goal in the development of design and implementation.	
	T3 (T2) Communicate effectively based on purpose, task, and audience using industry standard vocabulary and medium.	
	Meaning	
Understanding(s)	Essential Question(s)	
<i>What specifically do you want students to understand? What inferences should they make? Students will understand that...</i>		<i>What thought-provoking questions will foster inquiry, meaning making, and transfer? Students will keep considering...</i>
U1 (U200) Medium and communication choices (including industry standard vocabulary) impact how an audience receives and responds to the intended message.	Q1 (Q302) Input: How does prior experience influence my approach?	
U2 (U400) The depth of understanding and use of industry standard processes directly relates to the sophistication and innovation of a design.	Q2 (Q304) Process: How am I using appropriate tools and techniques in this phase of the design?	
U3 (U500) Effective collaborators work to achieve the best possible outcome through constructive and interdependent conversations and actions.	Q3 (Q400) How does understanding industry standard processes help me solve the problem or guide my design?	
	Q4 (Q401) How does increased fluency result in a better solution?	
	Q5 (Q501) How does the quality of my work affect the success of the team?	
Acquisition		

	Knowledge	Skill(s)
	<p><i>What facts and basic concepts should students know and be able to recall? Students will know...</i></p> <p>K1 Industry-standard camera and audio coverage of a scene or interview</p>	<p><i>What discrete skills and processes should students be able to use? Students will be skilled at...</i></p> <p>S1 Drafting a storyboard to sequence key moments with camera angles and movements that add up to overall message attempting to convey</p> <p>S2 Executing camera angles and shots indicated on the storyboard during production</p> <p>S3 Identifying and using appropriate music to capture the feeling, tone, or mood that is happening on camera</p> <p>S4 Developing skills associated with their role in video production (i.e., director/camera person, actor) to produce professional work</p>