

## Unit 3: Preparing a Production for Guests

**Unit #:** APSDO-00103953  
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**Grade(s):** 9, 10, 11, 12  
**Subject(s):** Technology  
**Course(s):** TELEVISION PRODUCTION

### Unit Focus

In this unit, students will focus on knowledge of what components are different and what needs to be prepared for when you have a guest on your live broadcast. Students will apply their learning by producing a live production with featured guests. They will demonstrate knowledge of what components are different and what needs to be prepared for when you have a featured guest. Primary instructional materials include, but are not limited to, a digital switcher, audio equipment, and SDI cameras.

### Stage 1: Desired Results

Established Goals	Transfer	
<b>Standards</b> <ul style="list-style-type: none"> <li>• Connecticut Goals and Standards               <ul style="list-style-type: none"> <li>◦ <i>Technology Education: 7-12</i> <ul style="list-style-type: none"> <li>▪ DIGITAL VIDEO PRODUCTION                   <ul style="list-style-type: none"> <li>▪ DIG104 Cinematic Principles. Describe and apply fundamental camera operations, movement, and composition.</li> <li>▪ DIG106 Media Components and Concepts. Identify and understand the technological literacy of video production.</li> </ul> </li> </ul> </li> </ul> </li> </ul>	<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 (T2) Communicate effectively based on purpose, task, and audience using industry standard vocabulary and medium.	
	T3 (T5) Effectively collaborate with others toward(s) a common goal in the development of design and implementation.	
	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>	
	U1 (U200) Medium and communication choices (including industry standard vocabulary) impact how an audience receives and responds to the intended message.	Q1 (Q200) How does my target audience shape the communication choices I make?
	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?
	U4 The perspectives and details a live guest can bring potentially adds depth and credibility to the news coverage.	Q4 (Q500) How are we working together to get the job done? To what extent is it effective? What might need to be changed going forward?
		Q5 How can live guests add detail/context to the story? What prompts might we use to keep them on point?

	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 What preparations are needed to run a live studio</p> <p>K2 How to preload a digital switcher with graphics, titles, sound effects, intro, and outro</p>	<p><i>What discrete skills and processes should students be able to use? Students will be skilled at...</i></p> <p>S1 Creating a plan, studio set, and graphics package for producing a television show with a feature guest</p> <p>S2 Creating a pre-production checklist including graphics, questions, technology needed, and technical director notes</p>