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Fall 2024

Foundations of Arts, Audio/ Video Technology & Communication (Aug 2024)

Course Description

Foundation of Arts, Audio-Video Technology, and Communication is a one-credit course designed to introduce students to the areas of advertising design, animation, commercial photography, graphic arts, and television production. Classroom, laboratory, and real-world experiences promote teamwork, leadership, and further opportunities for application of knowledge and skills. Career and technical student organizations are integral, co-curricular components of each career and technical education course. These organizations serve as a means to enhance classroom instruction while helping students develop leadership abilities, expand workplace-readiness skills, and broaden opportunities for personal and professional growth.

Pre-requisites

None

SkillsUSA CTSO Integration

SkillsUSA is a fundamental part of this course and is a national career and technical student organization of students engaged in Broadcasting Programs. SkillsUSA is integrated into the program which includes competitions and leadership opportunities. SkillsUSA provides students with activities during their class time and after school with our local SkillsUSA Chapter.

Course Fees

Fees for the Broadcasting course are $40 a year

Instructional Delivery Plan

Students will:

1. Use mathematical, decision-making, and problem-solving skills needed to perform the management, compositional layouts, and other design calculations in the arts, audio-video technology, and communications industry.
2. Use reading, writing, and communications skills needed to convey themes, ideas, and concepts in research and public presentation for arts, audio-video technology, and communication projects.
3. Utilize information technology tools to access, manage, and integrate information in the communication industry.
4. Analyze an organizational structure for systemic performance in the arts, audio-video technology, and communications industry.
5. Practice safe and healthy standards in the arts, audio-video technology, and communication environments.
6. Demonstrate leadership and teamwork skills gained through student organization activities in the communication industry.
7. Assess communications ethics and legal responsibilities to provide guidelines for conduct.
8. Determine factors to be considered in developing an effective career plan and procedures for obtaining employment in the communications industry.
9. Describe visual communication processes used to convey messages to a variety of audiences through various art forms, audio-video technology, and the media.
10. Communicate ideas and information to convey messages to coworkers and other audiences.
11. Analyze the history and evolution of the arts, audio-video technologies, and communications in society and the economy.
12. Demonstrate processes that provide team building. Examples: brainstorming, group projects, interpersonal communication.
13. Analyze communication concepts for ways they are interpreted and influenced through various forms of art, audio-video technology productions, and the media.
14. Interpret the influence of elements of time and place on visual characteristics, content, purposes, and messages of works of art.

Credentialing

Students who score 800 or better on the practice test for Adobe Premiere Pro and/or Adobe Photoshop will have the opportunity to take the Adobe Premiere

Pro and Adobe Photoshop credential test, with a score of 750 or better they will be Adobe Certified and earn a Career-Tech Credential.

Grading and Assessment

It is imperative that students are conscientious and complete ALL of the required work on time. Students are required to take notes, participate in lectures, watch tutorial videos, read selections, and respond with appropriate grammar. It is the student's responsibility to obtain the class notes from another student if absent. Assessment is given in all kinds of formats; written, verbal, performance products, skills demonstrated, knowledge gained and development of problem-solving.

·Major Grades: 50% Minor Grades: 40%· 9 weeks exam: 10%

A - 100-90; B - 89-80; C - 79-70; D – 69-60 F – 59 - below

Makeup Work

If you are absent, you will be expected to make up the work that was missed. All missed assignments and tests must be made up within three days of an EXCUSED absence. If it is not excused, you will not be allowed to make up the work (including exams).

On the day you return to class, please see me immediately for any content that you missed or to make an appointment for a make-up quiz or test.

Embedded Numeracy Anchor Assignment

Students will calculate total run time for each assignment to make sure they full-fill the requirements of the task. Students will also convert amps to watts to determine if they have the correct power supply.

This assignment will account for 200 points.

Embedded Literacy Anchor Assignment

Students will read and comprehend complex informational texts used to explain hardware, software, processes, and policies independently and proficiently. Students will write analysis and interpretation of text based on projects that they are working on by keeping a Broadcasting Notebook of their work.

This assignment will account for 200 points**.**

Embedded Science Anchor Assignment

In this assignment, students will work on creating a sports package for a high school sports event. This will involve understanding and applying scientific principles such as depth of field and aperture in photography, as well as utilizing organizational charts for effective production planning.

Anchor assignment (Numeracy AND Literacy):

Each week students will complete a 30 minute Sports show: students will research and develop stories based on whatever sports are in season at their home school and provide a written and statistical analysis of the sport in which they are covering. Students will follow production instructions, to produce the show. Provide evidence of the math used to determine the statistics used during the show.

Supplies

1. Folder or section in a binder for handouts.
2. Headphones
3. Small USB drive with tag or lanyard with name/period

Procedures

1. Once the bell has rung, the student is expected to be seated in class and ready to work.
2. Tardies are strictly enforced. ECRC's tardy policy will be followed. A referral will be written after the third tardy.
3. You have three days to do makeup work and tests. It is up to you to ask me about the work missed.
4. During fire drills we will exit the building to the correct exit of the building. You are to always stay with me and form a single file line once we are safely outside and be ready to be counted.
5. When the intercom sounds, you must immediately sustain all talking.
6. Raise your hand and wait to be called upon.
7. Listen without interrupting.
8. Cell phones should be turned off, silenced, and left in the backpack. Cell phone use is prohibited unless otherwise specified.
9. If we finish before the bell, you must remain seated at your desk. Take advantage of this time to work on homework, other class assignments, etc.

Computer/Internet Appropriate Usage Policies

1. Work on only software/apps for the class (or other classes).
2. DO NOT install any software/proxies/emulators on Lab PC's.
3. DO NOT copy, move, delete other's work sessions, files etc.