

Beginning Video Production (Film I)

Course Syllabus

Part I: Course Information

Instructor Information

- Instructor: Christopher Hanks
- Classrooms: G753
- Telephone: (916) 375-7800 x2753
- E-mail: chanks@wusd.k12.ca.us
- Website: rchsproductions.weebly.com

Course Description

- Beginning Video Production is an entry level course in which students learn the basics of creativity, visual thinking, and the practical aspects of video production: use of video cameras, digital editing, and creating different types of concept videos. Students learn to communicate effectively by working individually and in groups to plan productions, create storyboards, write scripts and edit videos. Students will learn editing by using Adobe After Effects, software that is used by professionals in television and movie production.

Prerequisite

- No prerequisite required

RGHS Graduation Requirement

- Elective

Career Technical Education

- Course 1 of 2 in RGHS's Video Production Pathway. Course 2 is Advanced Video Production.

Course Materials

- Course readings and copies of lecture materials will be provided in print or via class website, rchsproductions.weebly.com
- Film clips* will be shown in class and can be revisited during office hours. Students will be responsible for reviewing a number of productions.
- Access to viewing these may occur through live productions, film/tv, or online video. If access to film/tv, or online video is limited, students may use office hours for viewing.
- *Film permission slip required for student viewing of in class clips. Teacher and or school is not responsible for the clips viewed outside of teacher suggestion for review homework.

Course Requirements

- Sketchbook (recommended) or a school notebook, that is at least 100 pgs.
- Pocket folder or binder for class handouts and homework.
- Basic art supplies (non-mechanical pencil, eraser, color pencils, ruler, etc.)
- Headphones: all audible output in computer lab is required to be listened to through headphones. Student is solely responsible for the safekeeping of personal items.

Course Structure

Classroom Instruction

- Creative Journal: weekly "bell-work" assignments in creative writing and/or art creation
- Content: weekly units delivered via lectures, film clips, articles, and other classroom activities
- Career Catalog: weekly additions to digital portfolio of career opportunities in the media arts
- Blog Reflection: weekly online journaling of student progress from student's own perspective

- Participation: filming, editing projects will require active participation
- Presentation: periodical project presentations are required of all students

Homework

- Weekly homework ranges from reviewing in writing film or media content to working on fulfilling the requirements of ongoing projects and presentations. Completion of creative journal activities may become homework if not fulfilled in class.
- See grading policy for more on late homework

Assessments

- Coursework will be graded on task and presentation rubrics presented at time of instruction, participation in learning activities, weekly quizzes, and blog reflections
- See grading policy for more on accounting of student assessments

Online Resources

- All web resources related to unit learning activities will be posted on rchsproductions.weebly.com
- Students will require access to their school appointed Google Apps for Education accounts via drive.google.com

Modes of Productivity

Business Mode

- Active Listening
- Positive Communication
- Work Related Use of Technology
- When you work at a business, typically you have a supervisor. You show your supervisor respect by actively listening, speaking appropriately, only using technology as required, and managing work in a safe and efficient manner. This is how the class will typically function. Both you as a student, and Mr. Hanks as a teacher, have professional work to accomplish during the day. An open and respectful classroom will function like a professional environment and will create excellent outcomes for all involved.

Creative Mode

- Self-serve Materials, Clean-up
- Positive Communication
- Work Related Use of Technology
- MP3 Option (all audio through headphones)
- Not that businesses are not creative (some of the best are), but artists tend to march to the beat of their own drum. When creativity is the direction of work being accomplished in the classroom, we will work in this mode. Here, the class is self-serve in terms of materials acquisition and clean-up. Talking is permitted, but must remain pleasant for all. MP3s are also allowed upon teacher granted permission to provide as inspiration, as long as they do not become a distraction.

Silent Mode

- Active Listening
- Audience/Crew Etiquette
- All Audibles Silent (talking, distractions, electronics)
- You and your school peers will be presenting and performing often. Being an attentive and thoughtful audience/crew member is everyone's responsibility as a participant in the arts. Community instructors and guest speakers may visit our class at times. Their professional time is valuable and we will respect them by focusing wholly and without distraction. Additionally, periodic quizzes, tests, and assessments will necessitate classroom silence.

Part 2: Student Learning Outcomes

- Acquire and accurately use Arts, Media, and Entertainment sector terminology and protocols at the career and college readiness level for communicating effectively in oral, written, and multimedia formats.

- Integrate multiple sources of career information from diverse formats to make informed career decisions, solve problems, and manage personal career plans.
- Use existing and emerging technology to investigate, research, and produce products and services, including new information, as required in the Arts, Media, and Entertainment sector workplace environment.
- Conduct short as well as more sustained research to create alternative solutions to answer a question or solve a problem unique to the Arts, Media, and Entertainment sector, using critical and creative thinking, logical reasoning, analysis, inquiry, and problem-solving techniques.
- Demonstrate health and safety procedures, regulations, and personal health practices and determine the meaning of symbols, key terms, and domain-specific words and phrases as related to the Arts, Media, and Entertainment sector workplace environment.
- Initiate, and participate in, a range of collaborations demonstrating behaviors that reflect personal and professional responsibility, flexibility, and respect in the Arts, Media, and Entertainment sector workplace environment and community settings.
- Practice professional, ethical, and legal behavior, responding thoughtfully to diverse perspectives and resolving contradictions when possible, consistent with applicable laws, regulations, and organizational norms.
- Work with peers to promote divergent and creative perspectives, effective leadership, group dynamics, team and individual decision making, benefits of workforce diversity, and conflict resolution as practiced in the SkillsUSA career technical student organizations.
- Apply essential technical knowledge and skills common to all pathways in the Arts, Media, and Entertainment sector, following procedures when carrying out experiments or performing technical tasks.
- Demonstrate and apply the knowledge and skills contained in the Arts, Media, and Entertainment anchor standards, pathway standards, and performance indicators in classroom, laboratory, and workplace settings, and through the SkillsUSA career technical student organizations.

Part 3: Grading Policy

Graded Course Activities

Description	Per Assignment	Total Term Points
Weekly Creative Journal	4	32
Weekly Content Quiz	4	32
Weekly Career Catalog	4	32
Weekly Homework	4	32
Weekly Blog Reflection	4	32
Weekly Participation/Behavior	10	90
Film Projects	50	200
Total		450

Late Work Policy

- Be sure to pay close attention to deadlines—there will be no make-up assignments or quizzes, or late work accepted without a serious and compelling reason and instructor approval.
- Viewing Grades in Aeries
- Points you receive for graded activities will be posted to the Aeries Grade Book. It is the responsibility of the student to check grades for missing assignments.

Upgrading

- Assignment upgrading is generally acceptable upon student revising and refining work. Students must use non-instructional time to request reconsideration of initial points assigned.

Letter Grade Assignment

- Final term grades assigned for this course will be based on the percentage of total points earned and are assigned as follows:

Term Points	Performance	Percentage	Letter Grade
441-450	Superb Work	98-100+%	A+
418-440	Excellent Work	93-97.9%	A
405-417	Nearly Excellent Work	90-92.9%	A-
396-404	Very Good Work	88-89.9%	B+
373-395	Good Work	83-87.9%	B
360-372	Mostly Good Work	80-82.9%	B-
351-359	Above Average Work	78-79.9%	C+
328-350	Average Work	73-77.9%	C
315-387	Mostly Average Work	70-72.9%	C-
306-314	Below Average Work	68-69.9%	D+
283-305	Poor Work	63-67.9%	D
270-282	Weak Work	60-62.9%	D-
269	Failing Work	0-59%	F

Part 4: Course Policies

Attend and Participate

- As a student in this course you are expected to maintain high degrees of professionalism, commitment to active learning and participation in this class and also integrity in your behavior in and out of the classroom by making positive choices to: follow classroom rules and procedures; try new things, create, learn and grow, respect and be respectable.

Classroom Rules

- Students will always professional by following directions the first time they are delivered
- Students will always be appropriate by not creating or attending to distractions such as phones, gaming, or grooming
- Students will always be respectful by not blurting out, cursing, or teasing others
- Students will always be mindful by refraining from throwing objects, rowdy play, or acts of aggression
- Students will always be responsible by complying with computer lab and black box rules including abiding by the no food or drinks rule

Computer Lab Rules

- No food or drinks
- Respect the equipment
- Hands to your own computer
- Only on task websites
- All audio through headphones
- Save early and often
- Keep files properly organized
- Log-off and reset station when done

Film Studio Rules

- No food or drinks (or gum)
- Do not move or use equipment or other items without permission (including the curtains)
- Return all equipment to original place, power down, and place on charger
- All classroom and school rules apply

Additional Procedures

- **Before Class** - Students are to enter quietly, prior to the bell, and take assigned seat. Log-on to your computer. Get out necessary supplies and Creative Journal. Read the agenda on the board. Put away phones and food/drinks/candy.
- **Beginning of Class** - Quietly begin bellwork in Creative Journal while role is taken. Await further instruction by continuing to develop ideas in the Creative Journal.
- **During Class** - Attend to expectations regarding the Modes of Productivity as specified by the agenda and Mr. Hanks' instructions.
- **End of Class** - Save digital work. Log-off computer. Reset computer station and sit quietly for the bell.
- **Creative Journals** - Students will use their Creative Journals every day. Art supplies brought by students is optional. Classroom art supplies are to stay in the classroom.
- **Phones** - Personal phone use, i.e., calling, texting, use of social media, is not allowed during class time. Access to phone content for classwork is allowed with permission only. Students may not charge their phones using the lab surge protectors. School policy regarding phone use in class will be followed.
- **Headphones** - Students are asked to provide their own headphones for use in film editing and the option to listen to mp3s during creative mode when allowed. The safekeeping of the headphones is the sole responsibility of the student.
- **Food & Drink (G753)** - Food and drinks, including candy is not allowed in the RCHS computer labs. All consumables are to be in student bags, or left on the designated table at the front of the room. Access to the "food table" or snacking from bags, is prohibited during class. Food consumed in class will be confiscated and disciplinary steps will be taken.
- **Food, Drink, & Gum (G751 & B201)** - Food and drinks, including candy and gum is not allowed in the Film Studio and Black Box at all. All consumables are to be in student bags, or left outside the classroom. Access to food outside the classroom or snacking from bags, is prohibited during class. Food consumed in the Film Studio or Black Box will be confiscated and disciplinary steps will be taken.
- **Restroom & Water Fountain Use** - Student must ask permission to use the restroom. Requests and permission is limited to Creative Mode only, up to five times a semester. One student permitted to be out of class at a time.
- **Hall Pass** - Student must ask permission to be granted a hall pass. Requests and permission is limited to Creative Mode only.
- **Film Pass** - Student must ask permission to be granted a Film Pass. Requests and permission is limited to Creative Mode only.
- **Printing** - Students may not print personal items. School related work may be printed by sharing the work via Google Drive and requesting for it to be printed. Printing schoolwork beyond the scope of this class' work is limited to Creative Mode only or during passing periods.

Complete Assignments

- Assignments must be submitted by the given deadline or special permission must be requested from instructor before the due date. Extensions will not be given beyond the next assignment except under extreme circumstances.
- All blog reflection assignments must be completed by the assignment due date and time. Late or missing discussion assignments will affect the student's grade.

Build Rapport

- If you find that you have any trouble keeping up with assignments or other aspects of the course, make sure you let your instructor know as early as possible. As you will find, building rapport and effective relationships are key to becoming an effective professional. Additionally, inform the instructor of any accommodation needed to aid in your learning or production of academic or creative work. Make sure that you are proactive in informing your instructor when difficulties arise during the semester so that they can help you find a solution.