

DESCRIPTION

This course is designed to provide students with the basic knowledge and skills related to the television broadcasting industry. This includes instruction and hands-on assignments in the following areas: camera operation, audio systems, lighting systems, pre-production, studio operations, control room operations, visual effects and graphics, and copyright laws.

Total Test Questions: 45

Levels: Grades 10-12

Units of Credit: .50

Prerequisites: None

STANDARDS, OBJECTIVES, AND INDICATORS

STANDARD I

21% of Exam Blueprint

◆ STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF THE CORRECT OPERATION OF THE CAMERA.

Objective 1: Basic parts of a camera

1. Image Sensor
2. Lens
3. Body
4. Viewfinder

Objective 2: Camera operation

1. Focus
2. White balance
3. Basic exposure
4. Quality and format settings

Objective 3: Camera Support

1. Tripod
2. Monopod
3. Jib

Objective 4: Shot Composition (Framing)

1. Rule of thirds
2. Nose room
3. Head room
4. Two shot

Objective 5: Shot Type

1. Wide or long (LS)
2. Full
3. Medium (MS)
4. Close up (CU)



5. Bumper (bump)
- Objective 6: Shot Angle
1. High
 2. Eye level
 3. Low
- Objective 7: Camera movements
1. Pan
 2. Truck
 3. Tilt
 4. Pedestal
 5. Zoom
 6. Dolly

STANDARD 2

11% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF AUDIO SYSTEMS AND HOW THEY ARE USED.**

- Objective 1: Microphones
1. Microphone types
 - Lavalier - Omnidirectional
 - Handheld mic - Cardioid
 - Shotgun/Boom mic – Hypercardioid
 2. Filters
 - Pop filter
 - Wind screen
- Objective 2: Audio Recordings
1. Audio levels
 2. Voice overs
 3. Music tracks
 4. Ambient sounds
 - Useful
 - Harmful

STANDARD 3

13% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF LIGHTING SYSTEMS AND HOW THEY ARE USED.**

- Objective 1: Principles of Lighting
1. Triangle or three-point lighting
 2. Key (Spot)
 3. Back or Halo (Spot)



- 4. Fill (Flood)
- Objective 2: Lighting instruments and accessories
 - 1. Spot (direct)
 - 2. Flood (diffused)
 - 3. Barn doors
- Objective 3: Lighting situations
 - 1. Base lighting
 - 2. Chroma key lighting
 - 3. Background lighting
 - 4. Falloff

STANDARD 4

14% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF PRODUCTION EQUIPMENT AND COMPONENTS.**

- Objective 1: Production Switcher
 - 1. Preview Bus
 - 2. Program Bus
 - 3. Key Bus
 - 4. Mix/Effects (M/E)
 - 5. Fader Bar
- Objective 2: Audio Mixer
 - 1. Mic/line Inputs
 - 2. Mic/line faders
 - 3. Pan
 - 4. Master Fader
 - 5. VU Meter
- Objective 3: Lighting controller
- Objective 4: Teleprompter
- Objective 5: Connectors
 - 1. BNC
 - 2. HDMI
 - 3. Mini (1/8")
 - Stereo/Mono
 - 4. 1/4"
 - Stereo/Mono
 - 5. RCA
 - 6. USB
 - 7. XLR

STANDARD 5

11% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF CONTROL ROOM AND STUDIO PERSONNEL. STRAND 5 STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF CONTROL ROOM AND STUDIO PERSONNEL.**

- Objective 1: Control room crew responsibilities



1. Producer
 2. Director
 3. Technical director
 4. Audio engineer
 5. Video playback
 6. Graphics
 7. Teleprompter
- Objective 2: Studio crew responsibilities
1. Floor director
 2. Camera operator
 3. Talent

STANDARD 6

4% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF PRE-PRODUCTION.**

- Objective 1: Planning (broadcasts, packages, news stories, PSA, commercial, etc.)
- Objective 2: Communication
1. Purpose
 2. Audience
 3. Speaking style
- Objective 3: Storyboarding
- Objective 4: Script
1. Writing style
 2. Vocabulary
 3. Pacing
- Objective 5: Rundown
- Objective 6: Studio preparation

STANDARD 7

7% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF POST-PRODUCTION.**

- Objective 1: File management
1. Transferring
 2. Organizing
 3. Naming
- Objective 2: Editing
1. Cuts
 2. Transitions
 3. Effects
 4. Graphics
- Objective 3: Output
1. Compression/CODEC
 2. Formats (web, mobile, movie screen, TV, etc.)



STANDARD 8

11% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF VISUAL EFFECTS AND GRAPHICS.**

Objective 1: Visual effects

1. Chroma key
2. Over-the-shoulder box
3. Virtual Studio
4. Transitions

Objective 2: Graphics

1. Text
2. Font styles
3. Colors
4. Title safe area
5. Computer-generated design
6. Still Images
7. Lower Third

STANDARD 9

4% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF TELEVISION STANDARDS.**

Objective 1: NTSC vs PAL

Objective 2: High definition vs Standard definition

Objective 3: Aspect ratio

Objective 4: Frames per second (fps)

Objective 5: Interlaced vs Progressive

STANDARD 10

4% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND PRACTICE COPYRIGHT LAWS, ETHICS, AND LEGAL ISSUES AS IDENTIFIED IN UNITED STATES CODE TITLE 17 CHAPTER 1 SECTION 101.**

Objective 1: Define copyright, ethics, and fair use.

Objective 2: Practice ethics and rules governing photojournalism.

1. Fair use
2. Time limitations
3. Copying and distribution limitations

STANDARD 11



◆ **STUDENTS WILL GAIN AN UNDERSTANDING OF TELEVISION BROADCASTING AS A PROFESSION AND WILL DEVELOP PROFESSIONAL SKILLS FOR THE WORKPLACE.**

Objective 1: As a participating member of the SkillsUSA student organization, complete the SkillsUSA Level I Professional Development Program.

1. Complete a self-assessment inventory and identify individual learning styles.
2. Discover self-motivation techniques and establish short-term goals.
3. Determine individual time-management skills.
4. Define future occupations.
5. Define awareness of cultural diversity and equity issues.
6. Recognize the benefits of conducting a community service project.
7. Demonstrate effective communication skills with others.
8. Participate in a shadowing activity.
9. Identify components of an employment portfolio.
10. Demonstrate proficiency in program competencies.
11. Explore what is ethical in the workplace or school.
12. Master a working knowledge of SkillsUSA.
 - State the SkillsUSA motto.
 - State the SkillsUSA creed.
 - Learn the SkillsUSA colors.
 - Describe the official SkillsUSA dress.
 - Describe the procedure for becoming a SkillsUSA officer.

Objective 2: Understand the use of skills obtained in this field of study and how they relate to career opportunities.

Objective 3: Display a professional attitude toward the instructor and peers.

