

## DESCRIPTION

Television Broadcasting is designed to provide students with the basic knowledge and skills related to the television broadcasting industry. Topics include camera operation, audio systems, lighting systems, pre-production, studio operations, control room operations, visual effects and graphics, and copyright laws.

Total Test Questions: 46

Levels: Grades 10-12

Units of Credit: .50

Prerequisites: None

## STANDARDS, OBJECTIVES, AND INDICATORS

### STANDARD I

**20% of Exam Blueprint**

#### ◆ STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF THE CORRECT OPERATION OF THE CAMERA.

- Objective 1: Basic parts of a camera
1. Image Sensor (CCD/CMOS)
  2. Lens
  3. Body
  4. Viewfinder
- Objective 2: Camera movements
1. Pan
  2. Truck
  3. Dolly
  4. Arc
  5. Pedestal
  6. Tilt
- Objective 3: Picture composition (Framing)
1. Rule of thirds
  2. Nose room
  3. Headroom
  4. Lead room
  5. Two shot
  6. Three shot
- Objective 4: Shot selections
1. Wide or long (LS)
  2. Medium (MS)
  3. Close up (CU)
  4. Extreme close up (ECU)



- 5. Over-the-shoulder (O/S)
- 6. Cross shot (XS)
- Objective 5: Camera operation
  - 1. Focus
  - 2. White balance
  - 3. Zoom
- Objective 6: Camera Support
  - 1. Tripod
  - 2. Monopod
  - 3. Jib
- Objective 7: Teleprompter

## STANDARD 2

13% of Exam Blueprint

### ◆ STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF AUDIO SYSTEMS AND HOW THEY ARE USED.

- Objective 1: Microphones
  - 1. Pickup patterns
    - Omnidirectional
    - Unidirectional
    - Bidirectional
    - Hypercardioid
    - Cardioid
  - 2. Transducers
    - Dynamic
    - Condenser (additional power source)
    - Ribbon
  - 3. Microphone types
    - Lavalier
    - Handheld (stick)
    - Shotgun/Boom
- Objective 2: Audio Mixer parts
  - 1. Mic/line Inputs
  - 2. Mic/line faders
  - 3. VU Meter
  - 4. Master Fader
  - 5. Line Out
  - 6. Pot (potentiometer)
  - 7. Pan (left/right panning)

## STANDARD 3

18% of Exam Blueprint



❖ **STUDENTS WILL 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
1. Base lighting
  2. Chroma key
  3. Background
  4. Falloff

## **STANDARD 4**

**5% of Exam Blueprint**

❖ **STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF PRE-PRODUCTION AND POST-PRODUCTION.**

- Objective 1: Preproduction meeting
- Objective 2: Script
- Objective 3: Rundown
- Objective 4: Studio preparation
- Objective 5: Post-production

## **STANDARD 5**

**16% of Exam Blueprint**

❖ **STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF STUDIO OPERATION.**

- Objective 1: Crew responsibilities
1. Floor director
  2. Camera operator
  3. Talent
- Objective 2: Connectors
1. BNC
  2. HDMI
  3. Mini (1/8")
    - Stereo/Mono



4. 1/4"
  - Stereo/Mono
5. RCA
6. USB
7. XLR

## STANDARD 6

15% of Exam Blueprint

### ◆ STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF CONTROL ROOM OPERATION.

Objective 1: Crew responsibilities

1. Producer
2. Director
3. Technical director
4. Audio engineer
5. Video playback
6. Graphics
7. Teleprompter

Objective 2: Production Switcher Parts

1. Preview Bus
2. Program Bus
3. Key Bus
4. Mix/Effects (M/E)
5. Fader Bar

## STANDARD 7

3% of Exam Blueprint

### ◆ STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF VISUAL EFFECTS AND GRAPHICS.

Objective 1: Visual effects

1. Chroma key
2. Picture in Picture (PIP)
3. Virtual Studio
4. Transitions

Objective 2: Graphics

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



## STANDARD 8

5% of Exam Blueprint

❖ **STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF TELEVISION STANDARDS.**

- Objective 1: NTSC and PAL
- Objective 2: High definition vs. Standard definition
- Objective 3: Aspect ratio
- Objective 4: Frames per second (fps)
- Objective 5: Interlaced and Progressive

## STANDARD 9

5% of Exam Blueprint

❖ **STUDENTS WILL UNDERSTAND AND PRACTICE COPYRIGHT LAWS, ETHICS, AND LEGAL ISSUES DEALING WITH PHOTOGRAPHY AS IDENTIFIED IN UNITED STATES CODE TITLE 17 CHAPTER 1 SECTION 101.**

- Objective 1: Define copyright.
- Objective 2: Other definitions
  - 1. Audiovisual works
  - 2. Computer program
  - 3. Copies
  - 4. Copyright owner
  - 5. Digital transmission
  - 6. Financial gain
  - 7. Pictorial, graphic, and sculptural works
  - 8. Work of visual art
- Objective 3: Students will practice ethics and rules governing photojournalism (e.g., editorial content must not be changed).
- Objective 4: Students will practice correct usage of copyright laws (i.e. the right to reproduce, manipulate, distribute, plagiarize, or exhibit another's work outside of fair use provisions).
  - 1. Time limitations
  - 2. Portion limitations
  - 3. Text material
  - 4. Illustrations and photographs
  - 5. Copying and distribution limitations
- Objective 5: Students will demonstrate understanding of ethics related to social and legal issues in subject choice (i.e. model releases, image appropriateness, and cultural sensitivity).

## STANDARD 10



❖ **STUDENTS WILL GAIN AN UNDERSTANDING OF DESIGN TECHNOLOGY 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. Explore what is ethical in the workplace or school.
11. Demonstrate proficiency in program competencies.
12. Explore what is ethical in the workplace or school.
  - 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 drawings in architectural design and how those drawings relate to career opportunities.

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

