

## DESCRIPTION

Television Broadcasting is designed to provide students with the advanced 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: 33

Levels: Grades 11-12

Units of Credit: .50

Prerequisites: Television Broadcasting I

## STANDARDS, OBJECTIVES, AND INDICATORS

### STANDARD I

21% of Exam Blueprint

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

- Objective 1: Basic parts of a camera
1. Image Sensor (CCD/CMOS)
  2. Lens
  3. Body
  4. Viewfinder
  5. Capture Devices
- 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. Exposure
    - Iris (F-Stop)
    - Shutter Speed
    - Gain
  4. Depth of Field
  5. Zoom
- Objective 6: Camera Support
1. Tripod
  2. Monopod
  3. Jib
  4. Steadicam
- Objective 7: Teleprompter

## **STANDARD 2**

**17% 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
  4. Filters
    - Pop filter
    - Wind Screen



- Wind Sock

- 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

12% 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. Fresnel (direct)
  3. Flood (diffused)
  4. Filters
  5. Reflectors
  6. Barn doors
  7. Quartz lamps
  8. LED
- Objective 3: Lighting
1. Base lighting
  2. Light measurement (lux and footcandles)
  3. Color temperature (Kelvin)
    - Outdoor 5600K
    - Indoor 3200K
  4. Chroma key
  5. Gels
  6. Situation Lighting
  7. Background
  8. Falloff
  9. Silhouette

## STANDARD 4

6% of Exam Blueprint



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

- Objective 1: Preproduction meeting
- Objective 2: News Package
1. A-roll (Sound bites)
  2. B-roll
  3. Voice over
  4. Cut-aways
  5. Reporter Stand-Up
  6. Scripting
  7. Logging
  8. Editing
- Objective 3: Script
- Objective 4: Rundown
- Objective 5: Studio preparation

## 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
- Objective 3: Cables
1. Balanced (three wire)
  2. Unbalanced (two wire)
- Objective 4: Post Production Evaluation



## STANDARD 6

12% 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

Objective 3: Production Switcher Functions

1. Select video source
2. Transitions
3. Special Effects

## STANDARD 7

4% 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 (readability and contrast)
4. Title safe area
5. Computer-generated design
6. Still Images
7. Lower Third



## STANDARD 8

6% 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

6% 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 I 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 ENHANCE THEIR 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 2 Professional Development Program.

1. Measure/modify short-term goals.
2. Identify stress sources.
3. Select characteristics of a positive image.
4. Demonstrate Government awareness.
5. Demonstrate awareness of professional organizations.
6. Apply team skills to a group project.
7. Observe and critique team skills at a local professional meeting.
8. Demonstrate business meeting skills.
9. Explore the workplace ethics: codes of conduct.
10. Demonstrate social etiquette.
11. Complete survey for employment opportunities.
12. Complete a professional journal and develop a three-to five-minute speech.
13. Complete a job application.
14. Assemble an employment portfolio.
15. Explore supervisory and management roles in an organization.
16. Conduct a worker interview
17. Perform self-evaluation and proficiency in program competencies.

Objective 2: Serve in the school's SkillsUSA chapter as a committee member.

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

Objective 4: As a participating member of the SkillsUSA student organization, complete the SkillsUSA Level 3 Professional Development Program.

1. Evaluate your career and training goals.
2. Market your career choice.
3. Develop personal financial skills
4. Serve as a volunteer in the community.
5. Plan and develop a business.
6. Conduct a worker interview.
7. Develop a résumé and write a cover letter.
8. Demonstrate interviewing skills.
9. Understand the cost of customer service.
10. Identify and apply conflict resolution skills.
11. Demonstrate evaluation skills.
12. Examine workplace ethics: the role of values in making decisions.
13. Perform a skill demonstration.
14. Learn what is contained in Material Safety Data Sheets (MSDS).
15. Perform a self-evaluation of proficiency in program competencies.

Objective 5: Serve as an officer in the school's chapter of SkillsUSA.

Objective 6: Participate in an authorized SkillsUSA drafting competition.

Objective 7: Display a professional attitude toward the instructor and peers.

