

# Syllabus

## Audio / Video Production—1B

### Course Overview

This one-semester course is intended as a practical, hands-on guide to help you understand and apply the various techniques used in audio-video production. This course has 14 lessons organized into three units, plus three Unit Activities. Each lesson contains one or more Lesson Activities.

This course will cover various topics in audio-video production, such as directing techniques, editing and mastering techniques, file management and delivery formats, advanced camera and lighting techniques, and techniques for providing special effects.

You will submit the Unit Activity documents to your teacher, and you will grade your work in the Lesson Activities by comparing them with given sample responses. The Unit Activities (submitted to the teacher) and the Lesson Activities (self-checked) are the major components of this course. There are other assessment components, namely the mastery test questions that feature along with the lesson; the pre- and post-test questions that come at the beginning and end of the unit respectively, and an end-of-semester test. All of these tests are a combination of simple multiple-choice questions and technology enhanced (TE) questions.

### Course Goals

This course will help you meet the following goals:

- Apply the various camera techniques required to create a video.
- Describe the art and technique of directing and the various tasks of a director.
- Describe various techniques of file management and the various delivery formats.
- Demonstrate the knowledge of advanced techniques for providing special effects in audio-video production.
- Describe the role of various professionals in the field of audio-video production and describe various career options in this field.
- Describe the role of regulatory agencies and broadcast standards.
- Analyze the expanding media landscape due to influence of technology.

### Prerequisite Skills

Audio/Video Production, Semester B has the following prerequisites:

- basic math knowledge
- ability to visualize and apply creativity and innovation
- familiarity with the writing process and following guidelines

## General Skills

To participate in this course, you should be able to do the following:

- Perform basic operations with word processing software, such as Microsoft Word or Google Docs.
- Perform online research using various search engines and library databases.
- Communicate through email and participate in discussion boards.

*For a complete list of general skills that are required for participation in online courses, refer to the Prerequisites section of the Plato Student Orientation document, found at the beginning of this course.*

## Credit Value

Audio / Video Production-1B is a 0.5-credit course.

## Course Materials

- Notebook
- Computer with Internet connection and speakers or headphones
- Microsoft Word or equivalent
- Microsoft Excel or equivalent
- Microsoft PowerPoint or equivalent

## Course Pacing Guide

This course description and pacing guide is intended to help you stay on schedule with your work. Note that your course teacher may modify the schedule to meet the specific needs of your class.

## Course Components and Grading Rubric

The table gives a breakdown of the weight for each component in the course. Weight represents the percentage of the total score coming from each activity.

Course Components	Count	Weight
<b>Pretest.</b> <i>Pretests are optional assessments, typically designed for credit recovery use. If a student shows mastery of a lesson’s objective, the student may be automatically exempted from that lesson in the upcoming unit. Typically, teachers do not choose to employ exemptive pretests for first-time credit courses. Pretests are not included as a component of the student’s final grade.</i>	3	0%
<b>Module.</b> <i>Each module in this course contains an interactive tutorial and an associated mastery test. Tutorials may include one or more Lesson Activities that constitute tasks associated with the tutorial. The module score comes from a student’s score on the mastery test.</i>	14	30%
<b>Discussion.</b> <i>Online discussions allow for higher-order thinking about terminal objectives. An online threaded discussion mirrors the educational experience of a classroom discussion. Teachers can initiate a discussion by asking a complex, open-ended question. Students can engage in the discussion by responding both to the question and to the thoughts of others. Each unit in a course has one predefined discussion topic; teachers may add more discussion topics.</i>	3	10%
<b>Unit Activity.</b> <i>Unit Activities are at the end a unit and constitute one or more small tasks. Their purpose is to deepen understanding of key unit concepts and tie them together. Each Unit Activity includes a simple rubric. The teacher versions include both a rubric and modeled sample answers. Unit Activities are teacher graded.</i>	3	20%
<b>Posttest.</b> <i>The posttest appears at the end of the unit and mirrors the pretest in structure, content, and complexity.</i>	3	20%
<b>End of Semester Test.</b> <i>The end of semester test (EOS) appears at the end of the course. Students are delivered a few items from every tutorial in the course in order to assess the major course objectives.</i>	1	20%
<b>Total</b>	<b>27</b>	<b>100%</b>

- \*Teachers may manually adjust these weights if desired, per district grading requirements.

## Unit 1: Producing and Mastering a Video

### Summary

In this unit, you will learn to apply various camera techniques required to create a video. You will also learn the art and technique of directing and the various tasks of a director. Additionally, in this unit, you will familiarize yourself with audio and video effects and transitions to enhance video quality, and editing and mastering techniques to create a final video. Finally, you will learn the different techniques of file management and the various delivery formats

Day	Activity/Objective	Type
1 day: 1	<b>Syllabus and Plato Student Orientation</b> <i>Review the Plato Student Orientation and Course Syllabus at the beginning of this course.</i>	Course Orientation
5 days: 2–6	<b>Creating a Video</b> <i>Apply the various camera techniques required to create a video.</i>	Lesson
5 days: 7–11	<b>Directing</b> <i>Describe the art and technique of directing and the various tasks of a director.</i>	Lesson
5 days: 12–16	<b>Adding Audio and Video Effects</b> <i>Apply the different audio and video effects and transitions to enhance video quality.</i>	Lesson
5 days: 17–21	<b>Editing and Mastering a Video</b> <i>Apply editing and mastering techniques to create a final video.</i>	Lesson
5 days: 22–26	<b>File Management and Delivery Formats</b> <i>Describe different techniques of file management and the various delivery formats.</i>	Lesson
1 day: 27	<b>Space Jumble</b>	Game
4 days: 28–31	<b>Unit Activity/Threaded Discussion—Unit 1</b>	Unit Activity
1 day: 32	<b>Posttest—Unit 1</b>	Assessment

## Unit 2: Advanced Applications

### Summary

In this unit, you will learn about the process of translating screenplay from a story. You will also learn about the different advanced camera techniques and their applications. You will familiarize yourself with different genres and subgenres in audio-video production. Additionally, you will learn the advanced techniques for providing special effects in audio-video production.

Day	Activity/Objective	Type
5 days: 33–37	<b>Translating a Story to a Screenplay</b> <i>Describe the process of translating a screenplay from a story.</i>	Lesson

Day	Activity/Objective	Type
5 days: 38–42	<b>Advanced Camera Techniques</b> <i>Describe the different advanced camera techniques and their applications.</i>	Lesson
5 days: 43–47	<b>Advanced Lighting Techniques</b> <i>Describe and apply advanced lighting techniques.</i>	Lesson
5 days: 48–52	<b>Advanced Special Effects</b> <i>Demonstrate the knowledge of advanced techniques for providing special effects in audio-video production.</i>	Lesson
1 day: 53	<b>Para Jumble</b>	Game
4 days: 54–57	<b>Unit Activity/Threaded Discussion—Unit 2</b>	Unit Activity
1 day: 58	<b>Posttest—Unit 2</b>	Assessment

### Unit 3: Careers, Ethics, and Media

#### Summary

In this unit, you will familiarize yourself with the role of various professionals in the field of audio-video production and explore the career options in this field. You will learn about various ethics and laws applicable in audio-video production. You will also learn about the roles of regulatory agencies and broadcast standards. Finally, you will familiarize yourself with the impact of media on society and the expanding media landscape.

Day	Activity/Objective	Type
5 days: 59–63	<b>Working with Professionals</b> <i>Describe the role of various professionals in the field of audio-video production and describe various career options in this field.</i>	Lesson
5 days: 64–68	<b>Ethics and Legislation</b> <i>Describe the various ethics and laws applicable in audio-video production.</i>	Lesson
5 days: 69–73	<b>Regulatory Agencies and Broadcast Standards</b> <i>Describe the role of regulatory agencies and broadcast standards.</i>	Lesson
4 days: 74–77	<b>Media and Society</b> <i>Analyze the impact of media on society.</i>	Lesson

Day	Activity/Objective	Type
5 days: 78–82	<b>Expanding Media Landscape</b> <i>Analyze the expanding media landscape due to the influence of technology.</i>	Lesson
1 day: 83	<b>Space Jumble</b>	Game
4 days: 84–87	<b>Unit Activity/Threaded Discussion—Unit 3</b>	Unit Activity
1 day: 89	<b>Posttest—Unit 3</b>	Assessment
1 day: 89	<b>Semester Review</b>	
1 day: 90	<b>End-of-Semester Test</b>	Assessment

## Course Map

You will achieve course level objectives by completing each lesson's instruction, assignments, and assessments. For a detailed look at how the materials meet these objectives, review the [course map for Semester B](#).