

# class syllabus entertainment programming I



## ***Entertainment Programming I***

<b>Division:</b>	e-Communication	<b>Course Title:</b>	Entertainment Programming I
		<b>Course #:</b>	PA850X
<b>Instructor:</b>	Mr. Kapeller	<b>Grade Level:</b>	11-12
<b>Email:</b>	dkapelleronw@olatheschools.com		
<b>Credit:</b>	1	<b>Course Length:</b>	One Semester, Two-Hour Block

### **Description:**

Students enrolled in Entertainment Programming I & II may choose from one of the following focus areas each semester. Feature Movie, Episodic TV, Graphics, & Classic Animation Exploration, Game Development & Interactive Media, Corporate/Instructional Video, Promotional Video/Advertising (PSA). These focus areas encompass long-term products. The students will participate in the production of projects proposed by upperclassman and begin the process of developing their own projects. Students must also propose a team of students or be involved in a team that will produce the product. The students will propose projects or join teams for projects that have been proposed prior to enrollment in the course. Students will include on their production teams, members from all levels and areas of the e-Comm. program. Students may contribute short pieces to any area at any time.

### **Prerequisites:**

Digital Works, Inc. & Exploring Audio/Video

### **Required Textbooks:**

TBD

### **Instructional Strategies:**

Direct instruction, demonstration, graphic organizers, application exercises, projects, cooperative groups, case studies, guest speakers, videos, and the Internet.

### **Assessment:**

Projects, learning simulations, daily work performance, attendance, teacher observation, rubric, checklist, classroom discussion, research relevant to topic, application performance, and exams.

### **Course Objectives:**

Upon successful completion of this course the student should be able to:

1. Write a PSA script
2. Storyboard a short subject video
3. Schedule shoots
4. Write interview questions
5. Analyze commercials & news cast for story content and camera movement & camera angle
6. Plan audio capture
7. Choose appropriate music
8. Log clips in a digital editing program
9. Decide what clips are needed
10. Edit clips and trim them for content

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11. Add Audio- buy out music
12. Export media
13. Work in teams to produce a video
14. Define and perform the duties of each of the members of a television production crew
15. Evaluate self, peer & others work.
16. Problem solves with group difficulties with the video editing programs.
17. Problem solve with group story continuity for a complete project
18. Present project for evaluation
19. Use a variety of research techniques to explore project subjects
20. Practice concepts of "equal time" and fairness in reporting
21. Use multiple sources for information on topics
22. Use broadcast styles and formats in writing scripts
23. Pursue professional speaking & presenting skills for on-air presentations
24. Practice impromptu reporting as done in live reports

### **Course Outline:**

Final Cut Pro  
Camera Techniques  
Lighting  
CG  
Scripting  
Sound  
Storyboarding  
Location Management

### **Methods of Evaluation of Competencies:**

Evaluation of student mastery of course competencies will be accomplished using the following grading scale:

A = 90 -100 %  
B = 80 – 89 %  
C = 70 – 79 %  
D = 60 – 60 %  
F = 0 – 59 %