Digital Video Production

Description

In this curriculum, students will explore the history of film and and the various uses for camcorders. They will discover various camera angles, movements, and shot techniques. Students will have the opportunity to make their own film projects using video editing software, as well as use their imagination to create an original children's story and PSA. They will also learn all about film budgets and use problem solving skills to work through various budgeting and filming scenarios.

Skills

- Download videos to the computer from the camcorder.
- Practice filming various camera angles and shot.
- Use a camcorder and practice camcorder basics.
- Use the computer program to properly edit and export videos for the Internet and author a DVD.

Knowledge

- Explain the use of audio techniques in film.
- Identify various film techniques.
- Discuss the history of film and storytelling.
- Create and use various storyboards to produce short films.

Activities

- Activity 1 - Introduction
- Activity 2 - Camera Shots
- Activity 3 - Audio and Editing
- Activity 4 - Storyboarding and Scripting
- Activity 5 - Premiere Basics
- Activity 6 - Composition
- Activity 7 - Storytelling I
- Activity 8 - Storytelling II
- Activity 9 - Budget
- Activity 10 - Post-Test and Wrap-Up
- Activity 11 - Bonus Activities
- Activity 12 - Challenge
- Activity 13 - Open-Ended Challenge
- Activity 14 - Careers
- Activity 15 - Internet

Standards

Module Includes:

Student Workbook, Instructor's Manual, Installation CD, Capturing and Editing Software, Digital Camcorder and Accessories, DVD Burner, Headphones

Computer and supplies are required and sold separately.

Requirements
Module requires: computer workstation, DVD burner, Adobe Premiere Elements 15

Curriculum Specifications

The student workbook contains concise hands-on procedures, illustrations, screen captures, and photographs that reinforce the multimedia content. Special attention is placed on interesting and relevant graphics to encourage visual learning. DEPCO Studio is an effective curriculum delivery system that uses the power of the computer to deliver educational content. By using interesting digital videos, full-color animations, professional quality narrations, challenging interactions, relevant photographs, and Computer Aided Instruction (CAI), DEPCO has modernized the way subject matter is taught. Modules are 15 units consisting of: 10 basic activity days with Pre-Test, Post-Test, and Activity Review Questions; 5 enrichment activities include: vocabulary reinforcement, problem-solving, open-ended challenges, careers, and Internet activities. An instructor's section includes: lesson plan outlines, installation instructions, and answer keys.
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