

AUDIO/VIDEO PRODUCTION 2, SEMESTER A

Credits: 0.5

COURSE OVERVIEW AND GOALS

This one-semester course is intended to help you become familiar with Audio/Video Production. This course has thirteen lessons organized into four units. Each unit has a Unit Activity, and each lesson contains one or more Lesson Activities. This course will cover the various activities performed during every stage of audio video production.

Your teacher will grade your work on the Unit Activities, and you will grade your work on the Lesson Activities by comparing them with the given sample responses. The Unit Activities (submitted to the teacher) and the Lesson Activities (self-checked) are 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.

By the end of this course, you will be able to do the following:

- ❖ Analyze the historical development and societal impact of audio/video media to evaluate how these factors influence contemporary production techniques.
- ❖ Apply advanced camera operation and audio recording techniques to assess and optimize the technical quality of media content.
- ❖ Design and justify a comprehensive preproduction plan, including casting, script breakdown, scheduling, budgeting, legal documentation, and script development for television, radio, and film.
- ❖ Create ethically and legally compliant media content by integrating narrative structure, format conventions, and intellectual property considerations.
- ❖ Evaluate and implement production techniques for studio, live, and field environments while composing visually compelling content using cinematographic principles such as shot types, rule of thirds, camera movements, and lighting strategies.
- ❖ Critique and refine production lighting setups, incorporating safety protocols and artistic goals to enhance the mood and clarity of visual content.
- ❖ Produce a polished multimedia project by capturing, editing, and integrating audio, video, animation, and graphic design elements using industry-standard post-production tools and techniques.

- ❖ Apply sound design principles, timecode management, and mixing techniques to improve synchronization and enhance the auditory experience in multimedia projects.

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 *
Pretest. <i>A pretest is an optional assessment, typically designed for credit recovery. If a student shows mastery of a lesson objective, the student may be automatically exempted from the upcoming activities associated with the mastered objective. Pretests are not included as a component of the student's final grade.</i>	4	0%
Module. <i>Each module in this course contains an interactive tutorial or study and an associated mastery test. Tutorials and studies combine instruction and practice to prepare students for the mastery test, which is a computer-scored lesson-level summative assessment. The module score comes from a student's score on the mastery test.</i>	13	20%
Discussion. <i>A discussion activity is an opportunity for students to collaborate with their peers. An online threaded discussion mirrors the educational experience of a classroom discussion initiated when a teacher asks a complex, open-ended question. Students can engage in the discussion by responding both to the question and to the thoughts of others allowing for higher-order thinking about terminal objectives.</i>	4	20%
Unit Activity. <i>A Unit Activity is at the end of a unit and constitutes one or more small tasks. Its 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>	4	20%
Posttest. <i>A posttest appears at the end of each unit.</i>	4	20%
End-of-Semester Test. <i>An end-of-semester test (EOS) appears at the end of each course.</i>	1	20%

Course Components	Count	Weight*
Total	30	100%

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

SCOPE AND SEQUENCE

UNIT 1: ELEMENTS OF AUDIO VIDEO PRODUCTION

In this unit, you will learn the history and evolution of various media and discuss the influence of society on media. In addition, you will learn camera-operating techniques in studio and on location. Finally, you will learn to identify the different types of equipment used for recording and editing audio and discuss how to analyze sound quality.

Activity	Activity Objective
Syllabus	Review the Course Syllabus at the beginning of the course.
Foundation of Radio, Television, and Films	Describe the history and evolution of various media and analyze the influence of society on media.
Operating Camera: In studio and On location	Describe camera-operating techniques in studios and on location.
Recording Audio	Identify the different types of equipment used for recording and editing audio and explain how to analyze sound quality.
Unit Activity: Elements of Audio Video Production	Identify the different elements required for shooting an interview.

UNIT 2: PREPRODUCTION ACTIVITIES

In this unit, you will learn about various pre-production activities. You will also learn how to develop a production budget and identify all the documentation required for an audio-video

project. In addition, you will learn how to create television and radio scripts. You will also consider intellectual property, code of ethics, and copyright laws in relation to fair use and acquisition of ideas and content.

Activity	Activity Objective
Planning and Scheduling	Describe various preproduction activities such as selecting cast and crew, breaking down a script to determine requirements for the shoot, selecting a location, and preparing a production schedule.
Budgeting and Project Documentation	Describe how to develop a production budget and identify all the documentation required for an audio-video project.
Writing for Television and Radio	- Describe how to create scripts for television and radio. - Analyze ethical and legal issues related to television and radio.
Writing for Films	- Describe how to create a film script. - Identify copyright issues related to scripts.
Unit Activity: Preproduction Activities	Employ planning and time-management skills and create a production schedule and budget.

UNIT 3: MEDIA PRODUCTION TECHNIQUES

In this unit, you will learn the characteristics of studio, live, and field productions. You examine safe and efficient work practices and the appropriate use of equipment. In addition, you will learn the methods used to shoot static and motion shots and compose them using the rule of thirds. Finally, you will discuss the lighting requirements for production setting in the audio video industry and examine health and safety issues related to the lighting department.

Activity	Activity Objective
Studio, Live, and Field Production	Describe the characteristics of studio, live, and field productions.
Videography: Shots and Composition	- Describe the methods used to shoot static and motion shots. - Compose them using the rule of thirds.
Video Lighting Techniques	- Analyze the lighting requirements for a production setting in the audio-video industry. - Identify the health and safety issues related to the lighting department.
Unit Activity: Media Production Techniques	Create shot list based on your script, and shoot the required footage for your film.

UNIT 4: POSTPRODUCTION ACTIVITIES

In this unit, you will learn the process of capturing media to editing software and combining media elements into a program. In addition, you will discuss the process of logging video footage and editing multiple video clips from various focal lengths and angles for continuity. You will also discuss the process of audio recording and editing. Finally, you will learn to apply animation techniques and graphic design principles to achieve effective visual communication.

Activity	Activity Objective
Video Editing	Describe the process of capturing media to editing software and combining media elements into a program.
Sound Studio Setup and Time Codes	- Describe the process of setting up audio equipment for a recording. - Explain how to record and edit audio files.

Activity	Activity Objective
Adding Animation Effects	• Apply animation techniques and graphic-design principles to achieve effective visual communication.
Unit Activity: Postproduction Activities	• Apply video editing and audio mixing techniques, and apply animation techniques to the video.

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](#).