Unit 3 Projects

Unit Overview: This unit contains 6 classroom projects.
All projects have 3 sections.   Section "a" is the project overview/teacher grade sheet. Section "b" is the peer evaluation form that will be completed at the end of each project. Section "c" is the class critique sheet.   So, each project will have 3 grades assigned.

The group size will vary depending on the project. In the perfect classroom, each student would have their own editing bay. *Fat chance!*
The maximum group size for any field project should be 5 (I prefer 4). Any more than that and students will not get ample opportunity to edit.

With the exception of the Game Show, all projects will be shot in the field then edited. The estimated completion time for each project is based on a 90-minute *(non-interrupted!)* class period. Adjustments will need to be made if your school is not on block scheduling, you have a fire drill, class assemblies and so on! Be flexible but realistic.
Because of different schedules around the country, days (class periods) needed to complete the project is not indicated on the student worksheet.
The teacher lesson plans will have the amount of time needed to finish the project (once again, based on a 90 minute period). Be sure you let your students know the completion date.
*If projects are not completed on time, due to student indecisiveness or poor planning, points should be taken off. (An "A" in our county is 100-90. I take off 11 points so the project begins grading with a "B".)

One full class period will be used to critique the project.

Objective(s) & skills attained: Students will create a variety of projects using scriptwriting, storyboarding, taping and editing skills.

Materials list: Project guideline sheet, peer evaluation form, critique sheet
One per project is provided.

Directions & Procedures:
All projects will follow the same procedure:
1. Brainstorm for idea
2. Teacher approval
3. Write script/storyboard (or write a shot list)
4. Tape
5. Edit
6. Transfer to master tape

The suggested length of time is next to each step. If they move faster in one portion of production, it leaves more time in another!

Project 1 Game Show
Number of students in group: depends on class size but should be ½ of the class (8-10 to utilize control room and studio equipment).

Completion time: 6 days
  1. Brainstorm for idea   1 day
  2. Teacher approval   X
  3. Write script/format game show   4 days
  4. Tape   1 day
  5. Edit   X
  6. Transfer to master tape   X

This is a great first project for Advanced Television Production. (If you remember, the last one they did in TV 1 was a news show.)

Discuss various game show formats. Most shows have a host and contestants. They can be creative with these or mock a show that is presently on network television. Some students choose to remake an older game show. For example, we've had remakes of *The Newlywed Game* and *The Dating Game*. Both remakes however, had their own original twists!

With the exception of the opener for the show, this project will not be edited. Everyone in the group should work on different things during pre-production.

Go over the steps and criteria for this project on 3:1a before students begin.

Performance Assessment:
Total possible points for the *Game Show*=100
Students will be evaluated on the following:
(10) Opener
        creative; appropriate for show; video chosen uses good composition; audio chosen in
        appropriate for show; audio levels are consistent
(10) Props
        costumes and or set design is considered props
(10) Video
        camera shots are appropriate; choice & length of shot good; good   composition
(20) Audio
        level of audio is consistent throughout from the opener to the closing
        music chosen for show is appropriate
(20) Technical aspect
        no problems evident in video or audio
(10) Graphics
        graphics are incorporated in the show as overlays or questions;
        credits are included at the end of the show in alphabetical order
(20) Overall
        show is creative or a unique spin was taken remaking a show
        actors stay in character
        entertained intended audience

Project 2 Day in the Life of_____
Number of students in group: depends on class size and editing equipment available (keep size limited to 5 max)

Completion time: 9 days
1.	Brainstorm for idea	1 day
2.	Teacher approval	X
3.	Write script/storyboard (or write a shot list)	2 days
4.	Tape	2-3 days
5.	Edit	2-3 days
6.	Transfer to master tape	last day of editing

This is the first project that students will shoot and edit. Remind them to "shoot to edit" (see Chapter 2). Also remind them about continuity problems that can occur if they don't complete taping in one day.

Minimum length for *Day in the Life of* ____ is 2 minutes. There is no maximum length but the story should not drag on!

Make sure students choose an inanimate object that could have a personality if brought to life. Let them try to come up with one that can be taped on campus!
Some suggestions are:
> A Styrofoam coffee cup
> A hall pass
> A pencil
> A test or book

The story will be told in first person, so the narrator will have to be good!
A music track should be added to keep the story moving. Music should change based on what is happening. For example, if hot coffee was getting ready to be poured into the cup, scary music would be placed on the track. After the coffee is inside the cup and the cup realizes it actually feels good, the music should change to something light-hearted!

Students either love or hate this project. Like it or not, it makes them attempt to shoot creatively and think outside the box. Some will accomplish that task very well. Others will need more practice.
Go over the steps and criteria for this project on 3:2a before students begin.