



Entertainment Syllabus

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Welcome to **Entertainment Video Production**. In this program, students will be provided with the foundation for further study in the field of Video. Students are exposed to real world projects in a learning laboratory/project based environment. Students complete projects following the industry-standard, 4-stage production process (development, pre-production, production, and post-production). Within each of these, technical elements of software, hardware, and general production will be learned.

Entertainment Video Production students will learn how to produce video for a variety of uses. They will analyze the development, pre-production, production and post-production process, and explore the equipment and techniques used to develop a quality audio/video production. They will study and create PSA's, promotional video/advertising, documentaries, music videos, short films and feature films.

This will encompass group projects of both short and long-term. Students will develop a project and will enlist other members in the course, to support their production team.

Entertainment Video Production provides a platform for learners to communicate, collaborate, innovate and design. **Learners will** create media for the school, community, and professional clients.

Instructional Strategies & Assessment

This course will be collaborative at all levels. Although there will still be some direct instruction and traditional assessment, the bulk of our learning will be collaborative. Students will work together to learn and complete projects of all levels. In addition, students will be expected to identify what they want to learn, how they will learn it, and then share their newfound knowledge to the class, as well as update their work and their learning in their electronic portfolio.

Evaluation Procedures

Most of our learning will be hands-on, real-life, collaborative, "in-the-field" experience. Students will be assessed using an industry standard process rooted in our **e-Communication five guarantees** (leadership, collaboration, communication, project management, technical skills) and their ongoing portfolio work.

Students will be given personal feedback on a regular basis.

Students who fall short of their goals/abilities will be provided with a *Notice of Concern* during a one-on-one facilitator conference. An action-plan will be created and progress will be monitored and reevaluated periodically.

Deadlines are firm; meeting (or not meeting) deadlines will affect your evaluation.

Grades: Students will be evaluated on each video, the five guarantees, and their portfolio/blog reflection. **Note:** Students who do not meet the standards of minimum performance may be put on probation or removed from the program.

Attendance Requirements and Tardy Policy

Attendance is crucial in **Entertainment Video Production**, considering most of what we do requires working with a team and client. Deadlines are essential in the workplace, and employees must adhere to those timelines in order to meet client expectations. Therefore, if you are going to miss class, an email is required **prior** to the absence with an informing explanation. If you are going to miss a deadline due to an absence, then the project will be accepted *late* with the **prior** email notification. If an email is NOT sent **prior** to the class, then no late work will be accepted, no excuses. The project will be marked as *not handed in*. Communication is the key to success when working with clients and employers. No *on-time* projects will be accepted if the deadline is missed.

Prompt attendance is required. As an employee, being on time is the expectation in the workplace. Tardiness will be monitored and will have a direct impact on your performance review.

Communication

Information will be provided to parents/students in a variety of mediums:

- e-Communication Website - <http://www.onravens.net/ecom/>
 - General Program Information
 - Course Blogs with weekly updates on Focus Area Activities
- e-Communication eMail Blasts
- Direct communication (phone/email/in-person) with individual student's facilitators as needed.
- Student Blogs
- e-Communication social media: Facebook and Twitter

Portfolio

The primary purpose for the portfolio is to showcase their work and promote themselves through a means of media that is public for peers and industry professionals to view.

- Direction of the portfolio will be agreed upon between the learner and instructor.
- Projects selected by the learner will identify specific skills sets, interests, and talents for future job placement.
- Portfolios will be maintained on an ongoing basis throughout the duration of the e-Communication program.
- Portfolios and projects will be reviewed between the learner and instructor to provide feedback and improve learning and growth.

- Portfolio organization is determined and negotiated with the instructor.
- Portfolio will be used as an integral part of the *e-Communication Endorsement Process*.
- Portfolios will be showcased at the end of the learner's senior year at a Senior Show.

Blog

The primary purpose for the blog is to provide a vehicle for each student to grow and demonstrate competence in telling the story of learning. There are four types of blogs for learning and reflection:

- Professional Project Review
- Professional Article Review
- Student Written Tutorial
- Student Project Review

All blogs will be an integral part of each student's performance review.

Required Materials

- Class 10 16G or larger SD Card (video classes)
- Headphones