

Lesson Plan

Basics of School Sports

Project Summary

Prepare and broadcast a class kickball game. This broadcast will include, but not limited to, a pre-game show, packages, nat sound, and sideline reporting, reporters, camera operators, production technical staff.

- Total Lesson Time: 12-15 Hours
- Standards: STN B1.1-B1.5, STN B2.4-B2.5, STN B3.1-B3.4, STN B5.1-B5.5, STN B6.1-B6.5
- Subject/Pathway/Industry
 - A/V Technology & Film Career Pathway (CTE)
 - Broadcast Journalism

Performance Objectives

PRE-PRODUCTION GOALS

1. Identify and assign crew positions
2. Assign responsibilities and tasks

PRODUCTION GOALS

1. Record b-roll that demonstrates proper composition, use of the rule of thirds and a variety of shot types ie. Long, medium and close-up shots.
2. Record interviews with proper composition, proper lighting, and clean audio.
3. Prepare and research talking points for live broadcast.

POST-PRODUCTION GOALS

1. Using a nonlinear editor, demonstrate file management when creating a new video project.
2. Broadcast a sporting event with packages and sideline reporting.

Project Outline

Create a layout of goals in the broadcast, ie: packages (Interviews, B-Roll, etc) to be filmed and aired during the broadcast. Assign the crew to carry out these tasks. Then determine

the number of camera shots needed to cover the event. Determine who will take the role of reporters and commentators during the live event. Also, determine what topics and packages will be aired and when they will be cued during the live event. As far as the camera and technical production of the broadcast this will take several pre-productions runs through to ensure each camera operator, talent along, and other technical staff understand their role during the event. It is important that the production runs smoothly and that each person clearly understand their responsibilities.

In any live production, you will encounter technical issues. This is a given but, it's how you deal with those issues during a live event that makes you good at what you do. Even the professionals have issues. Notice how they handle those issues and recover and continue to move forward in the broadcast.

Resources & Equipment

1. Editing Software
2. Cameras
3. Tripods
4. Microphones
5. Computers
6. Tricaster or equivalent (If available)

Industry Testimony

Any good broadcast, not just an Olympic broadcast, should have texture to it. It should have information, should have some history, should have something that's offbeat, quirky, humorous, and where called for it, should have journalism, and judiciously it should also have commentary. That's my ideal.

Bob Costas, Sports Broadcaster

Assessment

Debriefing Method: Debriefing is where students offer feedback to one another and about the activity itself. After everyone in the group has presented and provided feedback to each other you then debrief on the process, the product, the group dynamics, and create a Good/Improve T-chart on the board.

BROAD OBSERVATION QUESTIONS

- What did we do?
- How did you start solving the problem?
- How did you assign roles?

SPECIFIC QUESTIONS

- What do you think went well?
- What should we keep in mind for next time?
- Could we have made more efficient use of our timing?
- Was it helpful to provide feedback for one another?
- Did you feel restricted given the quality criteria we agreed on? How would you have changed this?

Contact

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