

Lesson Plan

Planning a Live Stream

Project Summary

Students should be able to set up a live streaming process using available equipment. Part of this process is to know what equipment and what process it takes to get the event live. They also need an understanding of the steps needed to get the event on-air.

- Total Lesson Time - 8 Hours
- Standards: STN B3.1, B3.3-B3.5
- Subject/Pathway/Industry
 - A/V Technology & Film Career Pathway (CTE)
 - Broadcast Journalism

Performance Objectives

PRE-PRODUCTION GOALS

1. Determine what event will be streamed
2. Site visit and survey of location where the broadcast will take place.
3. Determine where event control center will be located onsite.
4. Determine what equipment will be needed for live broadcast.

PRODUCTION GOALS

1. Determine what technical needs will be needed from site location. ie: Internet connection, powers, site diagram.
2. Run test stream from site approx. ten days prior to the event.

POST-PRODUCTION GOALS

1. Assign positions and responsibilities
2. Teams pre-plan responsibilities on production day
3. Perform dry run of event

Resources & Equipment

1. Diagram of area where event will be broadcasted
2. Streaming device: Computer, Tricaster, Wirecast or other device
3. Reliable and secure Internet connections on-site
4. Camera(s): Number, position, and location if using multiple angles
5. Required cables to connect camera(s) to the switching device.
6. Live Streaming Platform: ESE, YouTube, Facebook, etc.
7. Lighting
8. Microphones

Industry Testimony

"Internet TV and the move to the digital approach is quite revolutionary. TV historically has been a broadcast medium with everybody picking from a very finite number of channels."

- Bill Gates, Microsoft Founder

Assessment

[Live Streaming Rubric](#)

Contact

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Rubric

Planning a Live Stream

Group _____ Period _____

CATEGORY	5	4	3	2	1	COMMENTS
Input/Feed	Student successfully monitors input levels during a live sound event and prevents clipping with no mistakes.	Student successfully monitors input levels during a live sound event and prevents clipping with 1-2 mistakes.	Student monitors input levels during a live sound event and prevents clipping with 3-4 mistakes.	Student monitors input levels during a live sound event and prevents clipping with 5 mistakes.	Student does not successfully monitor input levels during a live sound event.	
EQ/Audio	Student successfully applies custom EQ to multiple inputs during live sound event.	Student successfully applies custom EQ to one input during live sound event.	Student attempts to apply custom EQ during live sound event but makes 1-2 mistakes.	Student attempts to apply custom EQ during live sound event but makes 3-4 mistakes.	Student does not apply custom EQ during live sound event, or makes more than two mistakes.	
GFX	Student successfully applies more than one of the built-in GFX of the sound board to a live performance.	Student successfully applies one of the built-in GFX of the sound board to a live performance.	Student applies one of the built-in GFX of the sound board to a live performance, with 1-2 mistakes.	Student applies one of the built-in GFX of the sound board to a live performance, with 3-4 mistakes.	Student does not apply one of the built-in GFX of the soundboard to a live performance, or makes more than 2 mistakes.	
Composition	All shots are clearly focused and well framed using the rule of thirds.	Most shots are clearly focused and well framed using the rule of thirds.	Some shots are unfocused or poorly framed.	Few shots are unfocused and poorly framed using the rule of thirds.	Most shots are unfocused and poorly framed using the rule of thirds.	
Set up	Student successfully sets up audio and other live sound equipment prior to a live performance with no mistakes.	Student successfully sets up audio and other live sound equipment prior to a live performance with 1-2 mistakes.	Student sets up audio and other live sound equipment prior to a live performance with 3-4 mistakes.	Student sets up audio and other live sound equipment prior to a live performance with 5 mistakes.	Student is unsuccessful setting up audio or other sound equipment prior to a live performance, or makes more than 5 mistakes.	
TOTALS						

ADDITIONAL FEEDBACK
