

America Through Multimedia
Unit 2 Movies and Cinema: From Entertainment to Social Change

LT #	Learning Target	Location
2A	I can identify key points in the development of the motion picture industry	
2B	I can identify key developments of the motion picture industry and technology	
2C	I can explain how movies and American culture have impacted one another	
2D	I can differentiate between movies about war that are pre-World Wars movies and those that are post-Vietnam War movies	
2E	I can understanding the impact that various economic sources have on outcomes of the movie industry	
2F	I can create a view of a possible future in the industry of movie-making	

2A. I can identify key points in the development of the motion picture industry

Define essential vocabulary: Motion Picture Patents Company (MPPC), Motion Picture Association of America, or MPAA), feature narratives, silent film, Golden Age, blockbusters, knockoffs, sequels

- **Essential Questions:**

- ☐ What are the key points in the development of the motion picture industry?
- ☐ What key changes have occurred in the motion picture industry over time?
- ☐ What has made changes in the motion picture industry possible?

2B. I can identify key developments of the motion picture industry and technology (Sect. 8.1, *Cultures and Media*)

- **Define essential vocabulary:** kinetoscope, kinetograph, celluloid film strip, cinématographe, Vitascope, trick film, nickelodeons, parallel editing, panning shots, tracking shots, talkie, vertically integrated, aspect ratio

- **Essential Questions:**

- ☐ What technological changes have occurred for movies?
- ☐ How have these technological changes that have occurred for movies impacted American life?
- ☐ What appears to have been the motivation for these technological changes in movies to have taken place?

2C. I can explain how movies and American culture have impacted one another (Sect. 8.2, *Cultures and Media*)

- **Define essential vocabulary/phrases:** culture, issues, movies mirror culture, Birth of a Nation, “The American Way,” generational, counter-culture, mass culture, American myths and traditions

- **Essential Questions:**

- ☐ How can I recognize when movies have impacted cultural attitudes, trends, and events?
- ☐ How can I realize which target audiences movies are meant for?
- ☐ How can I understand biases and missed voices in movie presentations?
- ☐ What happens in society to show that movies and American culture have impacted one another?

2D. I can differentiate between movies about war that are pre-World Wars movies and those that are post-Vietnam War movies (Sect. 8.2, *Cultures and Media*)

- **Define essential vocabulary/terminology:** cynicism in film, anxiety in film, ambivalence,

- **Essential Questions:**

- ☐ Does art shape American life or does American life shape art?
- ☐ What is there in movie presentations that depicts what “American life is,” what “American life ought to be,” and which components of American life are “left out?”

- ☐ What appear to be the “missing voices” in cinematic presentations?

2E. I can understanding the impact that various economic sources have on outcomes of the movie industry (Sect. 8.3, *Cultures and Media*)

- **Define essential vocabulary:** “the movie biz,” movie industry, feature movie, Hollywood, movie budget, big ticket price, nickelodeon, vertically integrated, Golden Age, the Hollywood production code, MPAA ratings
- **Essential Questions:**
 - ☐ What changes have occurred since the end of World War II to the present for movies?
 - ☐ How have financial changes in movies impacted American life?

2F. I can create a possible scenario of a future in the industry of movie-making (Sects. 8.1.4, *Cultures and Media*)

- **Define essential vocabulary:** scenario, future, blockbuster, knockoffs, sequels,
- **Essential Questions:**
 - ☐ Where will American cinema go from the present?
 - ☐ What will make American cinema change in the future?