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| Name of Unit: **Digital Media Welcome/Introduction/Expectations/Safety** | |
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| **Grade** | **9-12** |
| **Unit of Study** | **Unit 1: Welcome Week** |
| **Length of Unit** | **1 Week** |

| **Missouri Learning Standards** | |
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| **CA 3, SC 1, HP 6, HP 7:** Appreciate and apply all personal and workplace safety procedures<br><br>**CA 1, CA 4, CA 6, SS 6, HP 2:** Demonstrate leadership skills in the classroom, industry and society.<br><br>**CA 3:** Operate and manage basic computer system | |

| **Unit 1 : Learning Targets** |
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| {I can…} identify most likely causes of studio injuries and prepare the space to mitigate those causes. |
| {I can…} set up my workstation and know which programs will be most often used. |
| {I can…} be clear on the expectations of the class. |

| **Intervention and Enrichment** |
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| Hands on practice of associated skills.<br>If a student requires accommodations or modifications or any other help with a lesson, testing, etc., meet with the student privately to discuss.<br>Shoots of varying types; Football & Basketball Games; Artistic Performances, Community Events |

| **Assessments** | |
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| Observed Assessments of skill demonstrations | Performed in class |
| Paper/Oral/Electronic tests & quizzes as necessary. | Performed in class or located in google classroom or google tests. |
| Project Assessments for finished pieces | Grade & necessary notes given in google classroom |

| Vocabulary | | | |
|---|---|---|---|
| First-aid<br>Fire extinguishers<br>Cart/Dollly | Expectation<br>Goal<br>FCPX | DAWS<br>Harddrive<br>Library | Server<br>Embedded Credit<br>SkillsUSA |

## Instructional Materials

PowerPoints; Electronic quizzes and/or exercises, Television Production & Broadcast Journalism Second Ed.-Phillip L. Harris; YouTube-StudioBinder and/or other pertinent examples; Gear/equipment provided by DM classroom

## Additional Instructional Resources

Guest Speakers, trips in the class vehicle as deemed necessary by instructor and approved by Admin.

## Reflections for Future Revisions

Changes may occur based on changes in studio space, equipment, gear, industry trends.