

Broadcast II/III/IV - Broadcast Journalism Course Syllabus

INSTRUCTOR: Ben Barnholdt
ROOM NUMBER: Broadcast Studio
OFFICE HOURS: MN/TU/TR/FR 3:00 pm to 4:00 pm; WD 3:00 pm to 5:00 pm
E-MAIL:: bbarnholdt@rocklinusd.org
COURSE PAGE:
<http://whs.rocklinusd.org/CTE/Broadcast-Journalism--Film-Production--Live-Sports-TV/index.html>
ACADEMIC UNITS: 5 units per semester
ACADEMIC CREDIT: Technology Credit

DESCRIPTION - This course is designed to build on the knowledge, understanding, and practical experience of gathering, writing and producing news for broadcast media learned in Broadcast I. Theory and hands-on activities include: camera videotaping techniques, teleprompting, script writing and editing; videotape editing, and creating news packages. Students will be exposed to operation of a broadcast newsroom, ethics in broadcast journalism, interviewing techniques and media criticism. Students will gain the necessary skills and information to continue their education in the field of broadcast journalism at the college level as well as the option of entry-level internships in video related fields. Students will work in teams, participating in a series of projects, which showcases their reporting, editing and production skills for broadcast media. The goal in this course is to create a daily broadcast news show that is viewed by the entire student body and apply all the skills learned in the previous course.

PURPOSE - Throughout the year, students will create at least six news packages. Each story will include reporter voice overs, cover video, interviews, natural sound, a script, and anchor ins and outs. To meet course objectives, including, but not limited to: six broadcast news package stories, learn multiple studio / control room jobs, and create unpredictable content for the daily show. This advanced-level course builds on the skills learned in Broadcast I. The emphases is visual storytelling through current technology.

COURSE OBJECTIVES - By the end of this course, students will be able:

- Students will interpret verbal and nonverbal communication and respond appropriately during an interview.
- Students will use Adobe Premiere Pro and the Google Suite as tools to synthesize, summarize, compare, and contrast information from multiple sources, in order to create a finished product.
- Students will interpret information and draw conclusions, based on the best analysis, to make informed decisions that will help them create a script, voice overs, and an edited news package.
- Students will evaluate personal character traits such as trust, respect, and responsibility to work as a team of ten to create a daily TV show for the school and community.
- Students will practice time management and efficiency to fulfill responsibilities and meet monthly, weekly, and daily deadlines.

COURSE TOPICS - The course will cover the following topics: News gathering and developing story ideas, Research and creating interview questions, Interviewing subjects in their environment, Google Suite to document story, Abode Creative Suite to create news package, TV control room vocabulary, and Internship opportunities.

CAREER AND TECHNICAL EDUCATION (CTE) ELEMENTS - The following information is directly related to this course and its designation as a CTE course on campus:

- INDUSTRY SECTOR: Media and Design Arts
- COURSE LEVEL: Concentration
- ADVISORY COMMITTEE: The advisory committee for this course meets annually. Additional meetings are held at the discretion of the instructor and/or district office.
- ARTICULATION INFORMATION: Dual Enrollment - Sierra College - AAD 79/COMM31
- OCCUPATIONS FOR IDENTIFIED PATHWAY: Pathway occupations organized by level of education and training required for workplace entry.
 - High School - Freelance Video Editor / Videographer
 - Post-secondary Training - News Videographer or Editor
 - College/University - Television anchor or reporter / producer

GENERAL: Recorded grades will be available for review at any time on Schoology. Remember to keep all class items returned so that any discrepancies can be easily and fairly straightened out. Except in cases of actual error, semester grades are permanent.

INSTRUCTIONAL SUPPLIES - Students may be required to purchase specific projects if they want to keep them and take them home. The list below provides information for the student regarding items they will be using in this course. Students may want to purchase items on this list if they are very interested in this course and/or pathway. Please see the instructor for specific information regarding supplies.

- Text: Not Applicable
- Computer Programs and/or software: Adobe Creative Cloud
- Supplies: Not Applicable

GRADING PLAN - A minimum percentage of 70 percent and no missing essential skills is required in order to achieve a passing grade. Below a 70 percent or any missing essential skill will earn a NM (No Mark) on a progress report and quarter grade; or NC (No Credit) for a semester grade. There are three different types of assignments: In class assignment (30%); Homework (20%); Essential Skill (50%).

CLASSROOM RULES OF CONDUCT

- Be Prompt: Be in your seat when the bell rings.
- Be Polite: Appropriate language will be used at all times in class and in videos.
- Create your own content. Do not use copyright material in projects.
- Critique the idea, not the student when peer evaluating student work.

In general, your ideas, comments, suggestions, questions, grade challenges, and more are welcome. However, your discretion in these matters is expected. Furthermore, no part of your grade will be based on anything other than your coursework and attendance. You are encouraged to take advantage of instructor office hours for help with coursework or anything else connected with the course and your progress.