

Locally Developed Course

Film and Media Art 15, 25, 35

2017



**Calgary Board
of Education**

ACKNOWLEDGEMENTS:

Produced for the Calgary Board of Education by:
Jane Renyk, Henry Wise Wood High School
Jill Tuttle, Henry Wise Wood High School
Stephan Wiebe, Specialist, Curriculum & Assessment

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Table of Contents

Board Motion.....	4
Implementation Dates.....	4
Course Description.....	4
Philosophy.....	4
Rationale.....	5
Credit Allocation/Instructional Hours.....	5
Co / Pre-requisites.....	5
Grade Levels.....	5
Learner Outcomes.....	6
Learning Resources.....	10
Assessment Standards.....	11
Significant Overlap with Provincial Curriculum.....	13
Facilities.....	14
Equipment.....	14
Safety Components.....	14
School Authority Monitoring and Evaluation.....	14
Appendix A: Learner Outcomes.....	15

Film and Media Art 15, 25, 35

Board Motion

The Board of Trustees has approved this course for use in the Calgary Board of Education.

Implementation Dates

September 1, 2017 to August 31, 2021

Course Description

Film and Media Art is the exploration of film and media art as an artistic form of expression. This course may be paired with Career and Technology Studies, Drama as well as English Language Arts to provide innovative and unique ways for students to engage in the study of this art form as well as the technological and literary aspects of the medium. The literary and storytelling aspects of film cross over with Language Arts and the technological skills fall within CTS, while Film and Media Art, as a course, is the artistic link that examines the medium as a form of expression.

This course provides an open and active structure for the learning and invites students, with the support of a collaborative community, to engage with ideas, colleagues and audiences through film and media art. To achieve the learning outcomes, students will respond to the guiding questions through creative practice.

Personalized learning occurs through a studio environment in which students engage in deep disciplinary ways of knowing and doing in order to better understand themselves as artists and refine their practice. Flexibility in choice and design allows teachers and students to create avenues of study that meet the personalized needs of each student.

Philosophy

Film and media art are highly visible in contemporary culture. The purpose of Film and Media Art is to provide learning experiences where students investigate, explore and create film and media art from an artistic perspective. Students will engage in deepening their knowledge of film through the authentic exploration of the medium. Film and Media Art creates the environment through which students engage with and explore contemporary and historical art forms, and create art that integrates narrative, technical and artistic elements. Through authentic learning experiences, students will expand their responsibility to be positive contributors to the quality and richness of Alberta's culture, communities, and society.

The overarching purpose of the Fine Arts is to promote the competencies of creativity and innovation with the aim of living a creative life. Through an artistic lens, students' way of living in the world is fostered through competency-based learning and the cultivation of an adaptive, curious, open, and exploratory approach to life. The personalized, participatory approach fosters an impulse to try, to build, to create, to experiment, to take risks and to be part of something bigger than ourselves.

The means by which students in Fine Arts courses seek to lead a creative life is through engaging in art making and encounters with art and artists in a studio environment. Through active art making and interactions with art and artists, concepts and authentic artistic practice are linked, new connections are made and skills are developed.

Engaging in art making means undertaking active, creative work that provides the opportunity to express oneself, one's ideas and understandings. In the context of Film and Media Art, art making includes a range of activities which could include film making, filming scenes, experimenting with cameras, story-boarding, story writing, and critiquing. Encounters with art and artists means the thoughtful interaction with work of artists in the field for the purposes of inspiration, analysis, and exploration. Engaging in art making and encounters with art and artists are not mutually exclusive, and typically occur in conjunction with one another.

Within the studio environment of Fine Arts courses, teachers are also students, mentors and members of an artistic community. They stay abreast of research, issues, events, emerging trends in the field, and guide meaningful learning progressions. Through their creative practice, students develop mastery of tools and techniques, engage with meaningful topics, and develop increasing sophistication and sensitivity in noticing all while working alongside other artists.

Rationale

Film and Media Art offers the opportunity to engage with the artistic aspects of the film medium. Media art is a significant contemporary and historical art form and the Film and Media Art course creates the environment in which students engage with the medium. Film can encompass narrative, technical and artistic elements; therefore this course is designed as the artistic bridge to connect the literary elements within Language Arts and the technological elements within Career and Technology studies.

The structure of this course is meant to foster the central purpose of living a creative life. The Arts are living fields of knowledge that invite a lifetime's study. By nature, artistic study is active, creative and dynamic. Artistic experiences are fluid and responsive to the individual, but provide concrete opportunities to synthesize understandings and find new meaning. By learning within a studio environment, students engage in authentic artistic practice, creation alongside other artists, and become members of an artistic community.

Credit Allocation/Instructional Hours

3 | 62.5 hours
5 | 125 hours

Co / Pre-requisites

15 Level | None

25 Level | level 15 OR demonstrate disciplinary knowledge and creative capacity

35 Level | level 25 OR demonstrate disciplinary knowledge and creative capacity

Grade Levels

A ✓ indicates the grade level of students who can take these courses.

15 Level:	Grade10	<input checked="" type="checkbox"/>	Grade11	<input checked="" type="checkbox"/>	Grade12	<input checked="" type="checkbox"/>
25 Level:	Grade10	<input checked="" type="checkbox"/>	Grade11	<input checked="" type="checkbox"/>	Grade12	<input checked="" type="checkbox"/>
35 Level:	Grade10	<input checked="" type="checkbox"/>	Grade11	<input checked="" type="checkbox"/>	Grade12	<input checked="" type="checkbox"/>

Learner Outcomes

Introduction

The outcomes in Film and Media Art are structured to respond to the call of living a creative life and the development of technical competency as well as creative capacity through engagement in the authentic creative practice of filmmakers and media artists. The essence of creative practice is active, open, process-based learning. The Film and Media Art course requires students to be more than passive viewers or consumers of film and media arts. Students must actively engage in a studio practice with film and media arts. This can be accomplished through a wide variety of roles required to create a film: director, writer, concept artist, editor, director of photography, designer, and critic, just to list a few. Because of the wide range of roles involved in creating films and the flexible structure of the learning outcomes, schools have the ability to tailor this course to respond to student interests, school resources and teacher expertise.

Building towards students developing authentic creative practice in film and media arts, the specific outcomes for this course include guiding questions for investigation by students. The action-based outcomes are supported by a continuum of learning that describes what students are able to do at each grade level in relation to the general outcomes. Using the continuum of learning, teachers will design unique learning opportunities and expectations that respond to students as individuals and the learning context.

General Outcome	3 Credit – 62.5 hours	5 Credit – 125 hours
1 <i>The student will create films and media arts experiences for the purposes of building technical proficiency, a sense of personal identity as an artist, expression and understanding disciplinary theory</i>	<p>Create short format film and media arts experiences</p> <p>Demonstrate the skills of research, planning and production separately without creation and production</p>	<p>Create medium and long format film and media arts experiences that connect multiple elements of research, planning and production</p>
2 <i>The student will respond to and investigate a wide range of films and media arts</i>	<p>Study films and media arts experiences from more than one time period, country, style or genre</p> <p>Study of film will focus on short films and excerpts from feature films</p>	<p>Study films and media arts experiences from more than one time period, country, style or genre</p> <p>Study of film will focus on short films and full length feature films</p>
3 <i>The student will collaborate with creative teams to learn the roles, language, techniques, and culture of the film industry and media arts discipline</i>	<p>Collaborate on research, planning and creation of short format film and media arts projects in small creative teams</p> <p>Engage in at least 2 filmmaking roles leading up to preparation for a multi-stage production</p>	<p>Collaborate on research, planning and creation of medium and long format film and media arts projects in large creative teams</p> <p>Engage in at least 3 filmmaking roles during a multi-stage production</p>

General Learner Outcomes

General Learner Outcomes: The student will:			
1	Create films and media arts experiences for the purposes of building technical proficiency, a sense of personal identity as an artist, expression and understanding disciplinary theory		
15			
		25	
		35	
Identify and explore elements and principles of film and media art using a variety of techniques, tools, materials, processes and procedures	Apply knowledge of elements and principles to make plans, images, and films using a variety of techniques, tools, materials, processes and procedures	Apply knowledge of elements and principles for a range of film making and media art purposes using appropriate processes and procedures	Extend and refine skills to produce a body of work using appropriate processes and procedures
Develop and refine ideas in response to artistic challenges	Generate and refine ideas in response to artistic challenges	Generate, refine and connect ideas in response to artistic challenges	Generate, refine and connect ideas in response to personal inspiration
2	Respond to and investigate a wide range of films and media arts		
15			
		25	
		35	
Identify, describe, analyze and evaluate the elements of individual films and media arts experiences	Investigate films and media arts in relation to disciplinary theory and cultural context	Articulate connections between disciplinary theory, films and cultural context	Propose interpretations of films and filmmakers within varied cultural contexts
Select films for analysis based on teacher direction	Identify films for analysis based on shared criteria	Pose questions of personal significance for analysis and inquiry	Pose questions of shared significance for analysis and inquiry
3	Collaborate with creative teams to learn the roles, language, techniques, and culture of the film industry and media arts discipline		
15			
		25	
		35	
Collaborate with small teacher guided teams for the purpose of planning and creating	Collaborate with small teams for the purpose of planning and creating	Organize a collaborative creative team encompassing a range of technical roles	Connect with others based on creative and technical knowledge to organize a collaborative creative team

Specific Learner Outcomes

√ represents level

General Learner Outcomes:		15	25	35
1	Create films and media arts experiences for the purposes of building technical proficiency, a sense of personal identity as an artist, expression and a developing disciplinary theory.			
1.1	<p>Guiding Question: How do the formal elements of mise-en-scene, cinematography, editing and sound shape films and affect the experience of the audience?</p> <p>Specific Outcome: Evaluate methods filmmakers use to shape films and audience experience with the formal elements of mise-en-scene, cinematography, editing and sound</p>	√		
	<p>Guiding Question: How does altering the formal elements of mise-en-scene, cinematography, editing and sound affect the resulting film and experience of the audience?</p> <p>Specific Outcome: Propose and test methods to adapt the formal elements of mise-en-scene, cinematography, editing and sound to alter the creative intent or audience experience for existing films</p>		√	
	<p>Guiding Question: How do filmmakers make decisions about the formal elements of mise-en-scene, cinematography, editing and sound to convey their creative intent?</p> <p>Specific Outcome: Design and create films and media arts experiences considering the formal elements of the medium and their creative impact</p>			√
1.2	<p>Guiding Question: What are the unique characteristics of narrative, documentary and experimental forms of film?</p> <p>Specific Outcome: Understand the film planning elements of breaking down a script, storyboarding, scouting locations, casting actors</p>	√		
	<p>Guiding Question: How do filmmakers select and adapt stories suitable for narrative, documentary and experimental forms of film?</p> <p>Specific Outcome: Articulate creative intent and apply the film planning elements of adapting a story to script, breaking down a script, storyboarding, scouting locations, casting actors</p>		√	
	<p>Guiding Question: How do filmmakers create stories for narrative, documentary and experimental forms of film?</p> <p>Specific Outcome: Articulate creative intent and apply the film planning elements to multiple forms of film and media arts</p>			√
1.3	<p>Guiding Question:</p>	√		

√ represents level

General Learner Outcomes:		15	25	35
1	Create films and media arts experiences for the purposes of building technical proficiency, a sense of personal identity as an artist, expression and a developing disciplinary theory.			
	How do specific technological tools impact films and the experience of the audience?			
	Specific Outcome: Test and evaluate technological tools used to create films and media arts experiences			
	Guiding Question: How does advancing technology in the industry impact the medium?			
	Specific Outcome: Design film and media arts experiences to take advantage of the unique characteristics of technological tools		√	
	Guiding Question: How do filmmakers consider technical method in the intent of filmmaking?			
	Specific Outcome: Design and apply specific technical methods to the making of films and media arts experience based on creative intent			√

√ represents level

General Learner Outcomes:		15	25	35
2	The student will respond to and investigate a wide range of films and media arts.			
2.1	Guiding Question: How does the concept of genre influence films?			
	Specific Outcome: Describe, analyze and critique films for technical, creative and performance elements	√		
	Guiding Question: How does historical time period and local context influence films?			
	Specific Outcome: Identify and analyze connections between films and filmmakers of different time periods, regions and genres		√	
	Guiding Question: How does the filmmaker's identity influence the films they create?			
	Specific Outcome: Interpret the influences and expression of unique artistic perspective			√

✓ represents level

General Learner Outcomes: 3 The student will collaborate with creative teams to learn the roles, language, techniques, and culture of the film industry and media arts discipline		15	25	35
3.1	Guiding Question: How do the individual roles in filmmaking interact and contribute to the production of films?	✓		
	Specific Outcome: Understand the creative and technical roles involved in film making			
	Guiding Question: How does local, national and international context influence the production of films?		✓	
	Specific Outcome: Demonstrate a range of creative and technical roles required for the planning and creation of films and media art			
	Guiding Question: How does an independent filmmaker get their movie made?			✓
	Specific Outcome: Apply knowledge of film making roles to guide development of creative projects			

Significant Overlap with Provincial Curriculum

While there is some overlap with CTS film/media courses, due to the courses working with the same medium, Film and Media Arts has a focus on the creative, expressive and artistic functions of film and media arts, not the technical/production side which is at the core of the CTS film/media courses. Film and Media Arts has considered the CTS film/media outcomes and has been designed to align and offer an extension or complement to CTS programming.

Courses with overlap	Identified Overlap	Rationale
COM 1015: Media	Impact of media, one being film, and fundamental skills in relaying a message	Media impact is only one small component of a single-credit course. Film & Media Art provides a much more robust study of this topic
COM 1105: Audio/Video	Fundamental technical skills in using film equipment	COM 1105 is only a single-credit, which does not provide opportunity for depth of practice. Also, this course does not address the creative intent behind film
COM 2015: Media Impact	Impact of media to communicate a message	COM 2015 addresses a much broader context of media, from radio to web. Film and Media Art focuses on the impact of only the one media form
COM 2105: AV Preproduction 1	Elements of preproduction for film	COM 2105 is purely a technical course and does not cover how creativity and artistic intent or processes are part of filmmaking. The focus of Film and Media Art is the creative aspects of the medium
COM 2115 AV Production 1	Elements of film production	COM 2115 is purely a technical course and does not cover how creativity and artistic intent or processes are part of filmmaking. The focus of Film and Media Art is the creative aspects of the medium
COM 2125 AV Postproduction 1	Elements of film postproduction	COM 2125 is purely a technical course and does not cover how creativity and artistic intent or processes are part of filmmaking. The focus of Film and Media Art is the creative aspects of the medium
COM 3105: AV Preproduction 2	Elements of preproduction for film	COM 3105 is purely a technical course and does not cover how creativity and artistic intent or processes are part of filmmaking. The focus of Film and Media Art is the creative aspects of the medium
COM 3115 AV Production 2	Elements of film production	COM 3115 is purely a technical course and does not cover how creativity and artistic intent or processes are part of filmmaking. The focus of Film and Media Art is the creative aspects of the medium
COM 3125 AV Postproduction 2	Elements of film postproduction	COM 3125 is purely a technical course and does not cover how creativity and artistic intent or processes are part of filmmaking. The focus of Film and Media Art is the creative aspects of the medium

Facilities

- Classroom with a screen/projector
- Access to computers
- Access to space for filming

Equipment

- Projector
- Video player
- Sound system (minimum 2:1 system with sub)
- Large screen for viewing (5 foot minimum)
- Still cameras
- Video cameras with necessary accessories (i.e. cables, batteries, tripods, etc.)
- Access to a variety of video camera types (i.e. HD, handheld, stationary, reel)
- Lighting kit
- Microphones
- Video editing software
- Sound editing software

Safety Components

Calgary Board of Education guidelines - Safety in Fine and Performing Arts, latest version, are to be followed.

Calgary Board of Education Regulation 3052 sets out safety in Career and Technology Studies and Fine and Performing Arts and Integrated Programs

Controversial and Sensitive Issues

Students in consultation with their teacher advisors shall choose projects and presentations that are appropriate to the school philosophy and community and in compliance with the *Guide to Education: ECS to Grade 12: Controversial Issues* and [Administrative Regulations 1014 – School Participation in Programs – Outside Services](#).

In addition, in accordance with Section 50.1 of the *School Act*, schools are required to provide notice to a parent or guardian of a student where courses of study, educational programs or instructional materials, or instruction or exercises, prescribed under that Act include subject-matter that deals primarily and explicitly with religion, human sexuality or sexual orientation, and in response to the written request of the parents, exclude students, without penalty, from participation in those identified aspects of the instructional program.

School Authority Monitoring and Evaluation

The school's principal will ensure the outcomes of the course are being met. The teachers ensure that they are meeting the guidelines under which the course was intended. The Calgary Board of Education department responsible for Locally Developed Courses will regularly review the course.

Appendix A: Learner Outcomes

The following information is provided for ease of delivery of this course:

The outcomes in Film & Media Art are structured to respond to the call of living a creative life and the development of technical competency as well as creative capacity through engagement in the authentic creative practice of filmmakers and media artists. The essence of creative practice is active, open, process-based learning. The Film & Media Art course requires students to be more than passive viewers or consumers of film and media arts. Students must actively engage in a studio practice with film and media arts. This can be accomplished through a wide variety of roles required to create a film: director, writer, concept artist, and editor, director of photography, designer, and critic, just to list a few.

Because of the wide range of roles involved in creating films and the flexible structure of the learning outcomes, schools have the ability to tailor this course to respond to student interests, school resources and teacher expertise. Building towards students developing authentic creative practice in film and media arts, the specific outcomes for this course include guiding questions for investigation by students. The action-based outcomes are supported by a continuum of learning that describes what students are able to do at each grade level in relation to the general outcomes. Using the continuum of learning, teachers will design unique learning opportunities and expectations that respond to students as individuals and the learning context.

General Outcome

- 1 | Create films and media arts experiences for the purposes of building technical proficiency, a sense of personal identity as an artist, expression and understanding disciplinary theory
3 Credit – 62.5 hours
 - Create short format film and media arts experiences
 - Demonstrate the skills of research, planning and production separately without creation and production5 Credit – 125 hours
 - Create medium and long format film and media arts experiences that connect multiple elements of research, planning and production

- 2 | The student will respond to and investigate a wide range of films and media arts
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 - Study films and media arts experiences from more than one time period, country, style or genre
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 - Study films and media arts experiences from more than one time period, country, style or genre
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- 3 | The student will collaborate with creative teams to learn the roles, language, techniques, and culture of the film industry and media arts discipline
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 - Collaborate on research, planning and creation of medium and long format film and media arts projects in large creative teams
 - Engage in at least 3 filmmaking roles during a multi-stage production