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# Goodheart-Willcox Publisher Correlation of Television Production & Broadcast Journalism ©2012 to Texas Essential Knowledge and Skills (TEKS) \$130.85. Audio/Video Production (One to Two Credits)

to Texas Essential Knowledge and Skills (TEKS)			
§130.85. Audio/Video Production (One to Two Credits).			
	STANDARD	CORRELATING PAGES	
	• •	lge and skills in audio and video projects. The	
	nt is expected to:		
(A)	apply English language arts knowledge and skills by demonstrating use of content, technical concepts, and vocabulary; using correct grammar, punctuation, and terminology to write and edit documents; and composing and editing copy for a variety of written documents such as scripts, captions, schedules, reports, and manuals; and	58, 108, 130, 165–186, 216–221, 223, 227– 228, 238, 273	
(B)	apply mathematics knowledge and skills in invoicing and time-based mathematics by demonstrating knowledge of arithmetic operations and applying measurement to solve problems.	33, 58, 108, 130, 153, 186, 210, 218–221, 223, 237, 259, 273, 294, 327, 345, 352, 360, 400–404, 416, 453, 484	
	ard (2) The student applies professional comn	nunications strategies. The student is expected	
(A)	adapt language for audience, purpose, situation, and intent such as structure and style;	28–30, 166–171, 185, 194–202, 209, 210, 223	
(B)	organize oral and written information;	173–175, 226–228	
(C)	interpret and communicate information, data, and observations;	26, 28–31, 90, 169, 178-180, 182-183, 189– 193, 220, 243, 244, 287, 288, 306, 315, 331, 362, 401-404, 412, 433, 473	
(D)	present formal and informal presentations;	33, 58, 129, 130, 153, 259, 453	
(E)	apply active listening skills;	234–235, 376–378	
(F)	listen to and speak with diverse individuals; and	212–215	
(G)	exhibit public relations skills	25–30	
Standard (3) The student understands and examines problem-solving methods. The student is expected to employ critical-thinking and interpersonal skills independently and in teams to solve problems.			
		36, 129, 408	
Standard (4) The student applies information technology applications. The student is expected to use personal information management, e-mail, Internet, writing and publishing, presentation, and spreadsheet or database applications for audio/video projects.			
		58, 129, 175–177, 186, 253, 259, 272, 273, 382, 435, 453, 502	



Standa	Standard (5) The student understands design systems. The student is expected to analyze and		
summ	arize the history and evolution of the audio a		
		18–20, 25–56	
	ard (6) The student applies safety regulations.		
(A)	implement personal and workplace	300, 302, 305, 306, 316, 332, 352-354, 421,	
	safety rules and regulations;	428	
(B)	follow emergency procedures; and		
(C)	examine and summarize safety-related	352–353	
	problems that may result from working		
	with electrical circuits.		
Standa	ard (7) The student develops leadership chara	cteristics. The student is expected to:	
(A)	employ leadership skills;	413–414	
(B)	employ teamwork and conflict-	111-113, 142-143, 161, 192-193, 212, 233-	
	management skills;	236, 252-254, 265, 290-292, 310-313, 324,	
		340-341, 351, 355, 363-364, 369, 394, 400-	
		404, 429-432, 491-493	
(C)	conduct and participate in meetings; and	206, 330, 408–409	
(D)	employ mentoring skills.		
		aking and complies with laws regarding use of	
	ology in audio and video production. The stud		
(A)	exhibit ethical conduct related to	246–254, 262–271	
(, ,	interacting with others and providing	210 251,202 271	
	proper credit for ideas;		
(B)	discuss and apply copyright laws in	240–254, 262–271	
(D)	relation to fair use and acquisition;	240 254, 202 271	
(C)	model respect of intellectual property;	240–254, 264–271	
(C)	and	240 254, 204 271	
(D)	analyze the ethical impact of the audio	33, 153, 436	
(D)	and video production industry on	33, 133, 430	
	society;.		
Stand	ard (9) The student develops employability ch	paracteristics. The student is expected to:	
	identify and participate in training,	37–50	
(A)	education, or certification required for	37-30	
	•		
/D\	employment;	27 50 404	
(B)	identify and demonstrate positive work	37–50, 191	
	behaviors and personal qualities needed		
(6)	to be employable;		
(C)	demonstrate skills related to seeking and		
(D)	applying for employment;		
(D)	Develop a resume' and letter of		
<b>/-</b> \	application;	<u> </u>	
(E)	create a career portfolio to document		
	work experiences, licenses,		
	certifications, and work samples; and		



	T	
(F)	Demonstrate skills in evaluating and	34
	comparing employment opportunities;	
	and	
(G)	examine employment opportunities in	34, 154, 374, 398, 454
	entrepreneurship.	
Standar	d (10) The student applies technical skills for	efficiency. The student is expected to employ
plannin	g and time-management skills to complete w	ork tasks.
		36-38, 255-257, 330, 393-394, 400-414, 505-
		508
	d (11) The student develops a basic understa is expected to:	nding of audio and video production. The
(A)	understand the industry, including	
()	history, current practice, and future	
	trends by:	
(i)	explaining the beginnings and evolution of	18–20, 488–491, 493–497
(-7	audio, video, and film;	
(ii)	describing how the changing technology is	25–31, 207–208, 493–501
(,	impacting the audio, video, and film	25 52, 257 255, 155 552
	industries; and	
(iii)	defining terminology associated with the	17, 35, 37, 59, 61, 68, 85, 102, 109, 112, 131,
(,	industry;	135, 139, 155, 156, 165, 187, 211, 225, 239,
	massi y)	261, 275, 295, 322, 329, 347, 361, 375, 399,
		417, 437, 441, 455, 469, 479, 487
(B)	employ knowledge regarding use of	127, 137, 112, 133, 103, 173, 167
(-)	audio by:	
(i)	identifying the key elements required in	169, 175–183, 216–218, 220
( )	audio scripts;	, , , , , , , , , , , , , , , , , , , ,
(ii)	applying writing skills to develop an audio	186
` ,	script;	
(iii)	explaining how various styles of music can	132–135, 262–265
	create a specific emotional impact;	
(iv)	identifying various audio tape, tapeless,	117–121, 124–127
· •	and file formats;	
(v)	understanding various microphones based	135–144
	upon type and pickup patterns; and	
(vi)	understanding various audio cables and	145–146, 156–162
	connectors;	
(C)	employ knowledge regarding use of	
	video by:	
(i)	identifying the key elements required in	166–171, 175–183
	video scripts;	
(ii)	applying writing skills to develop a video	185, 186
, ,	script;	
(iii)	identifying various video tape, tapeless,	117–121, 124–127
- •	and file formats;	
	<u>'</u>	<u> </u>



1:	understanding various vides sables and	145 146 156 162
(iv)	understanding various video cables and connectors;	145–146, 156–162
(v)	distinguishing between analog and digital	117–120
(V)	formats;	117-120
(vi)	demonstrating operation of video	64–80, 101–104
(*')	cameras; and	0.00,101.101
(vii)	demonstrating how to properly maintain	80–82
(,	video equipment;	
(D)	demonstrate various cinematography	
	techniques by:	
(i)	demonstrating how to frame and maintain	90–101
	picture composition;	
(ii)	demonstrating focusing techniques;	87–90
(iii)	demonstrating camera and tripod	101–104
	movements; and	
(iv)	demonstrating proper exposure and	68–74, 86
	white balance; and	
(E)	edit basic audio and video productions	
	by:	
(i)	understanding the differences in linear	470–472
	and nonlinear systems;	
(ii)	demonstrating skills required for editing	472–483
/····\	using linear and nonlinear systems;	470, 470
(iii)	employing knowledge of control	478–479
	peripherals for capturing or ingesting media; and	
(iv)	describing various digital platforms,	493–497
(10)	including high definition and standard	455-457
	definition.	
Standard	d (12) The student understands the pre-prod	uction process. The student is expected to:
(A)	identify critical elements in the pre-	38, 408
(* ')	production stage;	35, 155
(B)	use technology applications to facilitate	
,	pre-production by:	
(i)	designing and implementing procedures	400–404, 408
.,	to track trends, set timelines, and evaluate	·
	progress for continual improvement in	
	process and product;	
(ii)	responding to advice from peers and	
	professionals;	
(iii)	creating technology specifications;	
(iv)	monitoring process and product quality	491–493
	using established criteria;	
(v)	creating a script and identifying resources	175–177, 186
	needed to begin the production; and	



(vi)	identifying hudgeting considerations for	29–30, 37–38
(vi)	identifying budgeting considerations for	29-30, 37-38
(6)	crew, cast, and equipment; analyze the script and storyboard	172–173, 404–406
(C)		172-173, 404-406
	development processes for a successful production;	
(D)	•	220, 409
(D)	identify and participate in the team roles required for completion of a production;	330, 408
(E)	identify equipment, crew, and cast	36–50, 400–404
(=)	requirements for a scripted production;	30-30, 400-404
	and	
(F)	understand the casting or audition	393, 407
( )	process.	393, 407
Standar	d (13) The student understands the production	n process. The student is expected to:
(A)	understand the coherent sequence of	50–56, 166–177, 400–406
(4)	events to successfully produce a script;	30-30, 100-177, 400-400
(B)	use lighting techniques by:	
(i)	demonstrating three-point lighting,	317–319
('')	including key, fill, and back lights;	317-319
(ii)	using reflected light;	312–313
(iii)	understanding color temperatures; and	306–309
(iv)	using filters;	309–310
(C)	understand audio techniques, including	135–141, 143, 147–151, 475, 482
(0)	microphone variances and sound mixing;	133 141, 143, 147 131, 473, 402
	and	
(D)	demonstrate knowledge of	393–394, 509–511
` '	interpersonal skills with sensitivity to	, , , , , , , , , , , , , , , , , , , ,
	diversity when directing crew or talent.	
Standar		duction process. The student is expected to:
(A)	demonstrate appropriate use of	
	hardware components, software	
	programs, and their connections by:	
(i)	demonstrating knowledge of video	118–121, 123–124, 337–338, 356, 470–472,
	systems such as digital and analog	488–491, 493–495
	systems, software applications, and	
	communication and networking	
	components;	
(ii)	using various computer peripherals	438–450
	appropriately;	
(iii)	making appropriate decisions regarding	470–472
	the selection of software; and	
(iv)	making necessary adjustments regarding	121, 493–497
	compatibility issues, including digital file	
	formats and cross-platform connectivity;	
(B)	apply animation effects to video by:	



(i)	using character generators, fonts, colors,	279–281, 284–286
(1)	and principles of compositions to create	279-281, 284-288
	graphic images; and	
(ii)	creating captions or titles for video and	458–461, 483
(11)	graphics;	430-401, 403
(C)	demonstrate proficiency in the use of a	276–279, 285–287, 337–338, 463–465, 478–
	variety of electronic input devices;	480
(D)	use a variety of strategies to acquire	250, 253, 259, 269–270, 273
	information from online resources;	
(E)	acquire electronic information in a	266–270, 276–279
	variety of formats;	
(F)	use different compression techniques to	56, 483, 493–497
	output for distribution;	
(G)	format digital information for effective	
	communication with a defined audience	
	by:	
(i)	using appropriate font attributes and	279–281, 285–286
	color;	
(ii)	using appropriate white space and	91–94, 280–284, 482
	graphics;	
(iii)	using appropriate camera perspective;	95–105
(iv)	using appropriate content selection and	20–24, 410–413
	presentation; and	
(v)	understanding target audiences and	27–31
	demographics;	
(H)	deliver the product in a variety of media	
	by:	
(i)	understanding the various delivery	20–23, 207–208, 483
	formats such as disk, broadcast, cellular,	
	portable device, electronic, and online	
	delivery;	
(ii)	researching to determine appropriate	56
	delivery method based on distribution	
	needs; and	
(iii)	extending the learning environment	252, 254–257
(0)	through digital sharing;	
(1)	use appropriate computer-based	
	productivity tools to create and modify	
(1)	solutions to problems by:	
(i)	integrating productivity tools;	
(ii)	creating audio and video technology	50–56
	products for a variety of purposes and	
	audiences;	



(iii)	developing technical documentation	172–173, 175–177
	related to audio and video technology;	
	and	
(iv)	critiquing a production; and	
(1)	use technology applications to facilitate	
	evaluation of work, both process and	
	product by:	
(i)	evaluating the project's success in meeting	
	established criteria; and	
(ii)	researching the best method for	30
	promoting the product.	