**TV/Video Production I**

**Grading & Policies**

**Mr. Brandt**

[**JBrandt@nhvweb.net**](mailto:JBrandt@nhvweb.net)

**www.VoorheesTV.com**

**Semester Grade:** 1st marking period grade = 40%

2nd marking period grade = 40%

Final Exam grade = 20%

**Total** = 100%

**Marking Period Grades:**

**Project Grades** :

Group/Video = Double Weighted (out of 100%)

Individual = Single Weighted (out of 100%)

Class participation/critiques = Single Weighted (out of 100%)

**Tests: =** Double Weighted (out of 100%)

**\* Extra Credit =** an extra 100% averaged into your Group Video grades per each extra Credit Assignment.

For each project you will receive ***(3) separate grades***:

1. **group/video** grade for the production itself (along with "preproduction" work).
2. **individual** grades are given for your personal input to the group's progress. As well as a written self evaluation you will complete with each project.
3. The third is for **Class Participation** (see below) as well as a Written Critique of a classmate’s project with the completion of each project.

**Class Participation:**

This grade consists of using class time efficiently. Coming to class on time and working for the entire period is important. Even a simple 1-minute video production can be very demanding. Points will be deducted from participation grades for not working in class on Video Production projects

**Extra Credit Projects:**

Out of class projects **(Extra Credit** **Projects**) require you to participate as a member of a television production team created to record various school events, throughout the semester. These events may include sporting events, school plays, concerts and other similar functions, either during the school day or outside of the regular day. Some of these productions will be aired on Comcast (Channel 21), on VHSTV, channel 21, or broadcast on VoorheesTV.com. Participating in these production team events will count as an extra **100%** averaged into your project grades (per each event you participate in).

**Punctuality:**

Punctuality is very important. Every three lates equals an unexcused absence as well as a detention, with another detention for each successive lateness. Administrative action will be taken for excessive tardiness. After 8 unexcused absences you will lose credit for this course.

**Deadlines:**

Assignments will be given deadlines. Assignments/Projects handed in late will be penalized 10 points per day and will **not** be accepted after **five** days late.

\*\*This classroom will be open lab to come in and work several periods during the school day (this is if you have gain time or written consent from your regular classroom teacher). These periods will be posted under the clock as well as outside the classroom. This room will also be open most days after school until 3:10. (Check with me ahead of time if you will be coming in after school).

**Equipment and Handling:**

The production equipment (cameras, microphones, computers, etc.) receive a pretty heavy workload throughout the year and can be expected to receive some standard wear and tear along the way. However, please be mindful and respectful of the value of these professional tools. We’re lucky to have the facility we’re afforded, so treat it accordingly. When just one piece of equipment is damaged, the entire program suffers.

**Filming Priveleges:**

The privilege of being able to film outside of the classroom is an opportunity you will all be given. If I receive ANY negative feedback from other staff while you are out working on a class project, this privilege will immediately be taken away for the remainder of the semester.

-No one is to **ever** leave the classroom w/out a signed pass (a video camera is **NOT** a pass)

-Be respectful of others in the halls/classrooms

-All school rules apply to you while you are working outside this room

-Return to this room immediately after filming and before the bell rings, you are responsible for keeping track of time (I do not give late passes to class)

-Absolutely no filming:

1. In bathrooms/locker rooms

2. Outside the building

3. In empty classrooms/rooms

4. In the cafeteria during lunch mods

Remember, when you leave this classroom with a video camera, you are representing the entire Video Department!