

# Storytelling with Green Screens

<b>Grade:</b> 6-8	<b>Subject Area(s):</b> • ADST	<b>Planning Team:</b> • Sandra Averill
<b>Big Idea</b> • Complex tasks require the acquisition of additional skills.		<b>Unit Guiding Question(s):</b> • Through empathizing and video techniques, how can teams create a story the is the right type of scary for their audience?
<b>Content Goal</b>	I know... Techniques for storytelling when creating a video for a target audience • Media Arts: <b>techniques</b> for using images, sounds, and text to communicate information, settings, ideas, and story structure	
<b>Curricular Competency Goal</b>  <b style="text-align: center;">SURVEY</b>	I can... Empathize with the audience to determine video design and message appeal • <b>Empathize</b> with potential <b>users</b> to find issues and uncover needs and potential design opportunities	
<b>Curricular Competency Goal</b>  <b style="text-align: center;">STORYLINE</b>	I can... brainstorm with team members to determine a storyline • Ideating: Generate potential ideas and add to others' ideas	
<b>Curricular Competency Goal</b>  <b style="text-align: center;">STORYBOARD</b>	I can... I can create a prototype that explains the key stages and resources required • Prototyping: Develop a plan that identifies key stages and resources	
<b>Curricular Competency Goal</b>  <b style="text-align: center;">FEEDBACK</b>	I can... make iterations to the story based on feedback • Gather peer and/or user and/or expert feedback and inspiration	
<b>Core Competency Goal</b>	I can become... Describe my team's process from idea development to video production • Communication: Demonstrate product, describing process, using appropriate terminology and providing reasons for their selected video story, including iterations based on feedback.	