

EME 6209

Still & time Based Media

Book Trailer - Rubric

Task Description

Candidates will create a 2-3 minute book trailer on video that demonstrates their understanding of the story creation process and ability to utilize digital video to express and communicate ideas. These will become exemplar role models for them to use in their classrooms to teach their own students how to create videos for other assigned books.

Rubric

Category	Target (5)	Acceptable (3)	Unacceptable (1)	Missing (0)
Elements of story creation	Demonstrates an understanding of ALL four elements of story creation.	Demonstrates an understanding of most of the four elements of story	There are major errors which shows a lack of understanding of this concept	
Pacing	The pace (visuals, voice, music, etc. fits the story line and helps the audience really "buy into" the story	Occasionally too fast or too slow for the story line. The pacing is off and interferes with ability to understand the story	There are major errors which shows a lack of understanding of this concept	
Technical	Clearly shows technical abilities with camera shots and video editing	Occasional errors but candidate likely to improve over time	There are major errors which shows a lack of understanding of this concept	

Duration	Meets standard of minimum and maximum duration of video	Is a little over or under but does not noticeably interfere with rhythm of storyline	There are major errors which shows a lack of understanding of this concept	
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Standards

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Assessment

Category	Target (5)	Acceptable (3)	Unacceptable (1)	Missing (0)
1. Facilitate and Inspire Student Learning and Creativity	Promotes student reflection using collaborative tools to reveal and clarify conceptual understanding and thinking, planning, and creative processes.	Demonstrates a basic understanding of collaborative tools but with time and effort is likely to overcome shortcomings	There are major errors which shows a lack of understanding of this concept	
2. Design and Develop Digital-Age Learning Experiences and Assessments	Designs or adapts relevant learning experiences that incorporate digital tools and resources to promote student learning and	Demonstrates a basic understanding of collaborative tools but with time and effort is likely to overcome shortcomings	There are major errors which shows a lack of understanding of this concept	

	creativity.			
3. Model Digital-Age Work and Learning	Clearly demonstrates fluency in technology systems and the transfer of current knowledge to new technologies and situations.	Demonstrates a basic understanding of collaborative tools but with time and effort is likely to overcome shortcomings	There are major oversights which shows a lack of understanding of this concept	