



Training Content Framework: 01 Video

Module title	Video
Notional Learning time	Approx. 6 hours
Description of the module	<p>The module is built in a linear format. The sequences are</p> <ol style="list-style-type: none"> 1. Video Sources (Video Camera/Action Cam, Smartphone, Computer Animation, Streaming) 2. Popular Video Formats (4:3, 16:9, ...) 3. What is a codec? What does compression mean? 4. Video File Formats mpeg4, mov, m4v 5. Elements of a video (image track, sound track) 6. Video Editing 7. Videos and YouTube 8. Use of videos <ul style="list-style-type: none"> • Social Networks • Blogs, Vlogs 9. Basics about copyright (for external video sources)
Learning objectives	The module aims to gain knowledge on the sources, creation, adoption and use of videos including basic technical background of videos, video formats files.
Steps	<p>Self-Evaluation Mandala BEFORE</p> <p>Basic information</p> <p>Presentation of various video types (mpeg, GIF)</p> <p>Self-evaluation Video types</p> <p>Deeper information</p> <p>Codec</p> <p>Various technical formats</p> <p>Active Part</p> <p>Video Editing</p> <p>Upload of Videos (YouTube, Vimeo, Social Media)</p> <p>Self-evaluation Video creating</p> <p>Additional Information</p> <p>Use of Videos (Social Networks, Blog, Vlog)</p> <p>Inserting on Videos into published material („How to insert a YouTube Video?“)</p> <p>Copyright / Creative Commons</p> <p>Use of public available videos</p> <p>Use of music in own videos</p> <p>Right of videoed people</p> <p>Common sense and practice in context with videoed children</p> <p>Final Self-Evaluation</p> <p>Self-Evaluation Mandala AFTER</p>
Material	
Learning content	<p>Description of various video formats</p> <p>Simple and common tasks to create videos</p>



	Use of video (in various context) Use of video (case study) Book: Upload of a video Creative commons & copyright reading Selfevaluation test		
Learning content type in moodle	<ul style="list-style-type: none"> • Case Study Video (presents various video types) • Reading: Video Sources (with examples) • Graphic presentation: Various formats (4:3, 16:9, 16:10, ...) • Interactive presentation of the term „Codec“ • Workshop Video creating & Editing • Workshop Video Upload to YouTube • Case study: Use of video • Reading: Copyright & rights (in context of videos) 		
Activity/Task	Case study Reading (Video sources, ready-made video, video formats) Book (Codec) Animation (Codec)		
External resources	Use of OER		
Evaluation			
Learning outcomes in terms of competence	Knowledge	Skills	Attitude
	<i>Reference to competence map</i>	<i>Reference to competence map</i>	<i>Reference to competence map</i>
	Technical and practical knowledge about videos	Create your own video Video editing (simple tasks) Upload videos	Respect and apply copyright
			Respect common sense and right of videoed people
Evaluation content	Formative and final assessment, Assignment		