

THE HUMAN TRIPOD



Module II



Course
Photo-video
concept



Topic 3
Edition



Lesson 3

Activity




- **Short Description:** In this activity, students will watch the video they have created imagining that it is not theirs. They have to spot all the possible mistakes and possible changes to be done. In this way, students will use their critical eye.
- **Methodology:** Learning by discussion or debate.
- **Duration:** 2 hours
- **Difficulty (high - medium - low):** Low
- **Individual / Team:** Team
- **Classroom / House:** Classroom
- **What do we need to do this activity?**
 - **Hardware:** Notebook and Speakers
 - **Software:** Web Browser
 - **Other resources:** Paper and pen

Description

- **Text description:** The activity consists of investing time in observing the project generated in an audiovisual key, to detect those errors that can be solved. Once we have recorded and created our audiovisual project, we have to watch with a critical eye. We have to be able to spot all the mistakes and correct them. We have to imagine that the video is not our creation and be as critical as possible, so that the final outcome is the best.

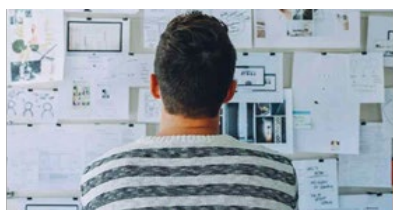


• **Illustration:**

  Rubric to evaluate an audiovisual material Instructions: In a school from 1 to 5, rate according to the degree of compliance corresponds to full compliance and 1 indicates non-compliance.						
SPECIFIC CRITERIA	1	2	3	4	5	Assessment
1. Synchronization between image and sound			X			3
2. Use the elements that make it attractive, for example, color, music, movement				X		4
3. Contains synthesis elements of the content or message				X		4
4. Present a specific topic in full					X	5
5. The messages are easily understandable				X		4
6. Images are clearly visible			X			3
7. Sound elements are heard properly			X			3
8. Messages are presented objectively				X		4
9. Contains elements that stimulate participation					X	5
10. It is not overloaded with information					X	5
11. Its duration is not excessive				X		4
Total: 44 (35-55 points) Accepted (11-35 points) Rejected Observations: None						 44

Instructions

1. Watch the audiovisual project with a critical eye
2. Spot all the mistakes
3. Correct the mistakes



Expected outcomes

- Obtain a trained critical eye
- Spot the errors found in the audiovisual project

This activity can be used in other (module, course, topic, lesson):

- **Module II, Course Video, Topic Edition, Lesson 2**

DIGICOMP (Competences developed): *Sharing through digital technologies; Integrating and re-elaborating digital content.*

ENTRECOMP (Competences developed): *Working with others; Learning through experience.*

Example:

You can navigate the O-City world and watch the multimedia content of the different cities to practice when it is time to correct the audiovisual projects in class:

<https://ocityplatform.webs.upv.es/dashboard/map>

Orange is creativity, culture, talent and innovation. O-City Project mix that with a bit of technology to create a virtual world that shows the cultural and natural heritage from the cities at its best.

