



Grades 9 to 12 Motion Picture Arts

Manitoba Technical-Vocational
Curriculum Framework
of Outcomes



GRADES 9 TO 12
MOTION PICTURE ARTS

Manitoba Technical-Vocational Curriculum
Framework of Outcomes

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This resource is available on the Manitoba Education website at
www.edu.gov.mb.ca/k12/cur/teched/sy_tech_program.html.

Available in alternate formats upon request.

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TECHNICAL-VOCATIONAL EDUCATION OVERVIEW

In 2013, Manitoba Education released the document *Technical-Vocational Education Overview*, available at www.edu.gov.mb.ca/k12/cur/teched/sy_tech_program.html, to provide the philosophical and pedagogical underpinnings for curriculum development and the teaching of technical-vocational education (TVE) courses in Manitoba. This overview presents educators with the vision and goals of TVE in Manitoba.

Topics include the following:

- curriculum revitalization and renewal
- curriculum framework and implementation
- articulation of programming
- assessment and reporting
- safety
- employability/essential skills and career development
- sustainable development

TVE clusters of courses are designed to encourage students to explore career options in designated trades and trained occupations, and to address labour shortages in these areas. The TVE curriculum includes course clusters for both designated trades (those designated for apprenticeship training and certification by Apprenticeship Manitoba) and trained occupations (those not designated as trades). The TVE curriculum is significantly different from other subject areas such as industrial arts. It has distinct qualities that,

when respected, will provide students with a uniquely valuable experience that they cannot receive from any other curriculum. TVE gives students the opportunity to learn the theoretical and practical aspects of one trained occupation in order to facilitate their transition from school to work or to post-secondary education in that trained occupation, or into an associated occupation. This transition is accomplished by having students complete an entire TVE cluster of courses, learning from industry-certified teachers with industry experience in a setting that, as much as possible, emulates an actual workplace.

TVE curriculum includes Grades 9 to 12 courses in a variety of areas, including motion picture arts.

Senior Years Technology Education Program (SYTEP) Diploma

To receive a SYTEP diploma, a student must complete eight departmentally developed courses from an approved technical-vocational cluster, together with 17 compulsory credits and five optional credits. The grade level in which the courses are offered is a local, school-based decision, but it is highly recommended that the sequencing of credits follows the schedule set out at the end of this introduction.

TVE Courses and Their Implementation

In most courses, the emphasis is on applied activities. For instructional purposes, the sequence of learning outcomes can vary based on the activities within the course. Teachers are advised to select the activities best suited to teach the learning outcomes, based on a variety of factors, including access to resources or regional needs. The curriculum is not sequential. In other words, learning outcomes might be taught in an order different from how they appear in the curriculum documents.

In light of rapid changes in technology, teachers are encouraged to update their learning activities in order to meet the needs of students.

Cross-curricular learning outcomes include essential skills from subject areas including, but not limited to, English language arts, mathematics, and the sciences. These essential skills are to be integrated into the authentic activities of the course.

Learning outcomes dealing with the following topics are also integrated into most courses:

- health and safety
- evolution, technological progression, and emerging trends
- sustainability
- ethical and legal standards
- employability skills
- the industry

MOTION PICTURE ARTS OVERVIEW

Grades 9 to 12 Motion Picture Arts: Manitoba Technical-Vocational Curriculum Framework of Outcomes identifies the goals, general learning outcomes (GLOs), and specific learning outcomes (SLOs) for nine motion picture arts courses. This framework is intended for use in all Manitoba schools teaching motion picture arts as part of the Senior Years Technology Education Program.

Motion Picture Arts as a TVE Cluster

Motion picture arts are the collection of creative disciplines that produce various forms of content for television, movies, the web, social media, video games, interactive media, and so on. Like all other TVE courses, motion picture arts courses can be taught only as part of a complete cluster by a school that Manitoba Education has approved to do so.

Employment Opportunities for Graduates of Motion Picture Arts

In this cluster of courses, students will acquire the knowledge, skills, and attitudes required to produce content such as animations, short films, documentaries, television episodes, commercials, and music videos. Students will develop industry-relevant skills, such as operating equipment, using industry software, and managing projects, while earning industry certification and developing a portfolio. Upon completion of the cluster, they will be prepared to seek entry-level employment in the industry and/or begin post-secondary education.

Qualifications for Motion Picture Arts Teachers

Only vocationally certified teachers are allowed to teach TVE courses, including the ones in this cluster. TVE teachers need to earn their technical vocational teaching certificate by completing Red River College's one-year Technical Vocational Teacher Education diploma program. For information, see <https://catalogue.rrc.ca/Programs/WPG/FullTime/TECVF-DP>.

Employing only vocationally certified teachers to teach TVE courses preserves the integrity of TVE programming by ensuring that teachers are able to share their first-hand experience working in motion picture arts, as well as their familiarity with industry certification. Students receive instruction from somebody who has been involved in that industry. School boards risk significant liability if they

employ non-vocationally certified teachers to teach TVE courses. Vocational certification confirms that a teacher has the requisite skills and knowledge to teach the health, safety, and security concerns associated with the motion picture industry. For further information, see "Professional Certification: Technical Vocational Teacher" on the Manitoba Education website at www.edu.gov.mb.ca/k12/profcert/certificates/vocational.html.

Trade Safety Awareness Manual

Apprenticeship Manitoba has developed a Trade Safety Awareness Unit that is intended to increase student awareness of safety in the workplace. The learning outcomes from the Trade Safety Awareness Unit have been incorporated into Goal 1 of 9213 Motion Picture Arts Studio Training. The Trade Safety Awareness Unit's alphanumeric designations are located at the end of the corresponding specific learning outcomes in this framework.

For example, the following SLO is found in 9213 Motion Picture Arts Studio Training:

12C.1.2.6 Explain the S.A.F.E. acronym. (TSA 6)

The (TSA 6) indicates that this learning outcome is taken from Apprenticeship Manitoba's Trade Safety Awareness Unit.

For more information, and to access the Trade Safety Awareness Unit and its tests and other resources, go to www.gov.mb.ca/wd/apprenticeship/generalinfo/instructoreducators.html.

Comparison of TVE Motion Picture Arts with Information and Communication Technology (ICT) Courses

Like all TVE curricula, *Grades 9 to 12 Motion Picture Arts* has been developed to prepare high school students for a career in one specific trained occupation. In this case, students will learn the knowledge, skills, and attitudes required to work in the motion picture industry. It has not been developed as a general interest cluster of courses in areas such as

- Digital Filmmaking 25S (code 0230)
- 2-D Animation 35S (code 0227)
- 3-D Modelling 35S (code 0236)
- Broadcast Media 35S (code 0231)
- Interactive Media 35S (code 0237)

Schools interested in teaching such courses are invited to teach the Senior Years Information and Communication Technology (ICT) curricula, which can be found on the department's website at www.edu.gov.mb.ca/k12/cur/ict/index.html.

Although TVE motion picture arts and some ICT curricula share some common content, they have been developed for completely different purposes, and have significant differences. The chart on the following page summarizes some of the differences between motion picture arts courses (as a TVE cluster) and courses such as Digital Filmmaking 25S (as part of the ICT cluster).

TVE Motion Picture Arts and ICT Comparison Chart

Frequently Asked Questions	TVE Motion Picture Arts	ICT Digital Filmmaking, etc.
1. Is the purpose of the curriculum to facilitate students' transition to the motion picture industry?	Yes	No
2. Does the instruction try to emulate, as far as possible, a regular workplace?	Yes	No
3. Does the curriculum mandate employability skills such as punctuality and time management?	Yes	No
4. Does the cluster focus on preparing the student for entry-level employment in the motion picture industry after high school?	Yes	No
5. Is the teacher required to have a Manitoba professional teaching certificate?	No	Yes
6. Is the teacher required to have a Manitoba Technical Vocational Teaching Certificate?	Yes	No
7. Do schools require special approval from Manitoba Education to offer the cluster of courses?	Yes	No
8. Do schools have to offer all the courses in the cluster?	Yes	No
9. Can schools offer hybrid clusters, made up of courses from several clusters?	No	Yes
10. Will students receive a Senior Years Technology Education Program (SYTEP) Diploma when they complete a cluster of courses?	Yes	No

Motion Picture Arts Goals and General Learning Outcomes

The learning outcomes for each course in the motion picture arts cluster are based on the following curriculum goals and general learning outcomes (GLOs). Please note that some courses do not address all of these goals and GLOs.

Goal 1: Describe and apply appropriate **health and safety** practices.

GLO 1.1: Describe and apply appropriate **health and safety** practices.

GLO 1.2: Demonstrate awareness of safety as outlined in the *Trade Safety Awareness Manual*.

Goal 2: Demonstrate the ability to identify, select, use, and maintain **software, hardware, supplies, and equipment**.

GLO 2.1: Demonstrate the ability to identify, select, and use **software**.

GLO 2.2: Demonstrate the ability to identify, select, use, and maintain **hardware**.

GLO 2.3: Demonstrate the ability to identify, select, use, and maintain **supplies and equipment**.

Goal 3: Incorporate **project management** processes throughout the development cycle.

GLO 3.1: **Document** the development process.

GLO 3.2: **Collaborate** with peers, teachers, and industry representatives.

GLO 3.3: **Evaluate** the project development process.

GLO 3.4: Incorporate **quality control** processes.

GLO 3.5: **Manage** projects.

Goal 4: **Conceptualize** a project.

GLO 4.1: Demonstrate an understanding of the **theoretical foundation** of the motion picture arts when conceptualizing a project.

GLO 4.2: Demonstrate the ability to **research project ideas, project requirements, and target audiences**.

GLO 4.3: **Develop** a project concept.

Goal 5: **Plan and pitch** projects.

GLO 5.1: Determine the **scope, timeline, and milestones** of a project.

GLO 5.2: Demonstrate the ability to develop a **pre-production plan**.

GLO 5.3: **Develop and pitch previsualizations**.

Goal 6: Create, capture, and compose **assets**.

GLO 6.1: Create, capture, and compose **assets**.

Goal 7: **Publish, present, review, and assess** projects.

GLO 7.1: **Publish, present, review, and assess** projects.

Goal 8: Describe and demonstrate the transferable **cross-curricular** knowledge and skills relevant to motion picture arts.

GLO 8.1: Describe and demonstrate the transferable **cross-curricular** knowledge and skills relevant to motion picture arts.

Goal 9: Demonstrate an awareness of **sustainability** as it pertains to motion picture arts.

GLO 9.1: Describe the motion picture arts industry's **sustainability practices** and impact on the environment.

GLO 9.2: Describe the impact of the motion picture arts industry on **human sustainability** and on the well-being of workers in and consumers of the motion picture industry.

Goal 10: Demonstrate an awareness of the **ethical and legal standards** as they pertain to motion picture arts.

GLO 10.1: Demonstrate an awareness of the **ethical and legal standards** as they pertain to motion picture arts.

Goal 11: Demonstrate **employability skills**.

GLO 11.1: Demonstrate **fundamental employability skills**.

GLO 11.2: Demonstrate an awareness of **culture** and its importance in the workplace.

GLO 11.3: Demonstrate **critical thinking skills**.

GLO 11.4: Demonstrate an understanding of the **business operation** of a motion picture production organization.

Goal 12: Demonstrate an understanding of the **motion picture arts industry**.

GLO 12.1: Demonstrate an understanding of the **scope** of the motion picture arts industry.

GLO 12.2: Demonstrate an awareness of **educational and career opportunities**, and of **industry and professional associations** in the field of motion picture arts.

GLO 12.3: Demonstrate an understanding of **working conditions** in motion picture arts.

Goal 13: Demonstrate an awareness of the **evolution** of the motion picture arts, including **technological progression and emerging trends**.

GLO 13.1: Demonstrate an awareness of the **evolution** of the motion picture arts, including **technological progression and emerging trends**.

Specific Learning Outcomes (SLOs)

Grades 9 to 12 Motion Picture Arts: Manitoba Technical-Vocational Curriculum Framework of Outcomes identifies specific learning outcomes (SLOs) for use in all Manitoba schools teaching the Grades 9 to 12 motion picture arts courses as part of the Senior Years Technology Education Program. SLO statements define what students are expected to achieve by the end of a course.

It is essential that students learn and demonstrate safety practices and employability skills; therefore, some SLOs related to safety and to employability skills are repeated from course to course.

Please note that SLOs are not identified for the goals and GLOs that are not addressed in a given course.

Course Descriptions

Course titles, descriptions, and codes for the motion picture arts courses follow. For an explanation of the codes, refer to the *Subject Table Handbook: Technology Education* (Manitoba Education), available at www.edu.gov.mb.ca/k12/docs/policy/sthte/index.html.

9206 Exploration of Motion Picture Arts
15S/15E/15M
10S/10E/10M

This optional course is designed for students to explore the motion picture arts. Students will learn the skills to tell stories visually through recording and editing video, sketching, and frame-by-frame animation.

9207 Introduction to Motion Picture Arts
20S/20E/20M

This course introduces students to visual storytelling through the tools of film grammar, cinematography, editing, and sound design.

9208 Fundamentals of Animation 30S/30E/30M

This course allows students to explore the principles of animation, stop-motion, character animation, rigging, walk cycles, cell animation, lip syncing, and compositing.

9209 Fundamentals of Compositing and
Visual Effects 30S/30E/30M

In this course, students will extend their learning in visual storytelling by using digital tools to add effects and create more impactful moving images. VFX skills learned in this course include motion design, chroma key (green screen), masking, rotoscoping, and demo reel development.

9210 Fundamentals of Previsualization
30S/30E/30M

In this course, students explore image creation techniques and traditional theory to create original characters, scenes, settings, props, environments, and concepts for films, animations, and games. The main goal of the course is to develop the student's creative skills while exploring the drawing, digital painting, 2-D environment creation, 3-D models, and practical effects.

9211 Applied Motion Picture Arts 40S/40E/40M

In this course, students will select an area of specialization in the motion picture arts, and hone their skills in that area.

9212 Motion Picture Arts Project Management
40S/40E/40M

In this course, students will collaborate with others as they apply the knowledge and skills learned in previous courses in order to create, manage, and present an authentic motion picture arts project.

9213 Motion Picture Arts Studio Training

40S/40E/40M

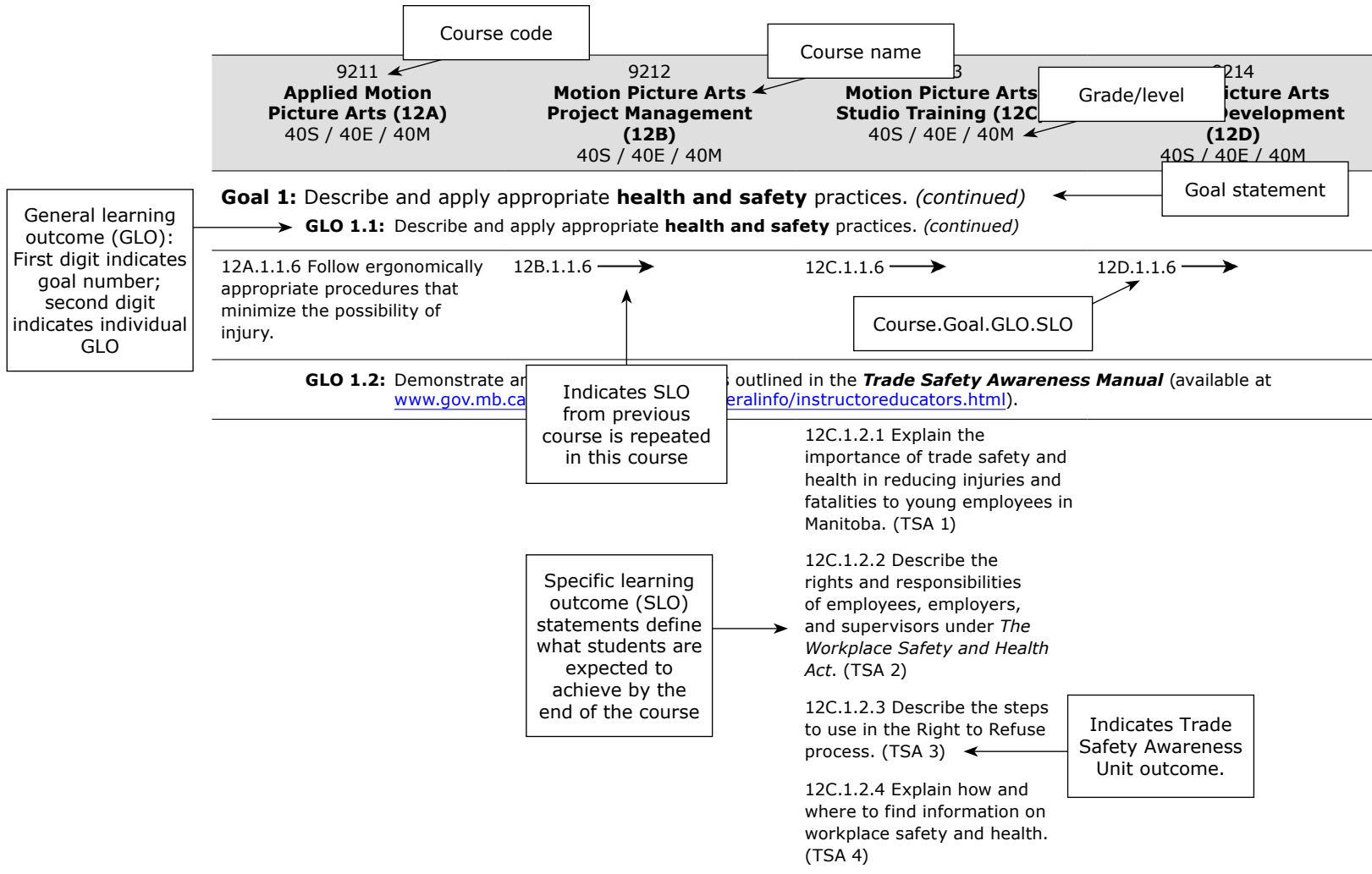
In this course, students create a career pathway plan to earn industry certification in order to facilitate their transition into the motion picture arts industry.

9214 Motion Picture Arts Portfolio Development

40S/40E/40M

In this course, students refine their professional online identity, and create a portfolio designed to gain employment in the motion picture arts industry.

Guide to Reading Motion Picture Arts Goals and Learning Outcomes





GRADES 9 TO 11
MOTION PICTURE ARTS

General and Specific Learning
Outcomes by Goal

GRADES 9 TO 11 MOTION PICTURE ARTS: GENERAL AND SPECIFIC LEARNING OUTCOMES BY GOAL

9206 Exploration of Motion Picture Arts (9) 15S / 15E / 15M 10S / 10E / 10M	9207 Introduction to Motion Picture Arts (10) 20S / 20E / 20M	9208 Fundamentals of Animation (11A) 30S / 30E / 30M	9209 Fundamentals of Compositing and Visual Effects (11B) 30S / 30E / 30M	9210 Fundamentals of Previsualization (11C) 30S / 30E / 30M
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Goal 1: Describe and apply appropriate **health and safety** practices.

GLO 1.1: Describe and apply appropriate **health and safety** practices.

9.1.1.1 Demonstrate an understanding of online safety procedures in areas including personal identity, privacy, usernames, and passwords.	10.1.1.1 →	11A.1.1.1 →	11B.1.1.1 →	11C.1.1.1 →
9.1.1.2 Adhere to online safety procedures in areas including personal identity, privacy, usernames, and passwords.	10.1.1.2 →	11A.1.1.2 →	11B.1.1.2 →	11C.1.1.2 →
9.1.1.3 Maintain a safe and organized workspace.	10.1.1.3 →	11A.1.1.3 →	11B.1.1.3 →	11C.1.1.3 →
9.1.1.4 Keep cables safe.	10.1.1.4 →	11A.1.1.4 →	11B.1.1.4 →	11C.1.1.4 →

9206 Exploration of Motion Picture Arts (9) 15S / 15E / 15M 10S / 10E / 10M	9207 Introduction to Motion Picture Arts (10) 20S / 20E / 20M	9208 Fundamentals of Animation (11A) 30S / 30E / 30M	9209 Fundamentals of Compositing and Visual Effects (11B) 30S / 30E / 30M	9210 Fundamentals of Previsualization (11C) 30S / 30E / 30M
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Goal 1: Describe and apply appropriate **health and safety** practices. *(continued)*

GLO 1.1: Describe and apply appropriate **health and safety** practices. *(continued)*

9.1.1.5 Demonstrate an understanding of ergonomically appropriate procedures that minimize the possibility of injury.	10.1.1.5 →	11A.1.1.5 →	11B.1.1.5 →	11C.1.1.5 →
9.1.1.6 Follow ergonomically appropriate procedures that minimize the possibility of injury.	10.1.1.6 →	11A.1.1.6 →	11B.1.1.6 →	11C.1.1.6 →
	10.1.1.7 Demonstrate an awareness of health and safety issues related to lighting and glare from any source, including monitors.			

9206 Exploration of Motion Picture Arts (9) 15S / 15E / 15M 10S / 10E / 10M	9207 Introduction to Motion Picture Arts (10) 20S / 20E / 20M	9208 Fundamentals of Animation (11A) 30S / 30E / 30M	9209 Fundamentals of Compositing and Visual Effects (11B) 30S / 30E / 30M	9210 Fundamentals of Previsualization (11C) 30S / 30E / 30M
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Goal 2: Demonstrate the ability to identify, select, use, and maintain **software, hardware, supplies,** and **equipment.**

GLO 2.1: Demonstrate the ability to identify, select, and use **software.**

10.2.1.1 Demonstrate the ability to identify, select, and use software.	11A.2.1.1 →	11B.2.1.1 →	11C.2.1.1 →
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GLO 2.2: Demonstrate the ability to identify, select, use, and maintain **hardware.**

9.2.2.1 Demonstrate the ability to identify, select, use, and maintain hardware.	10.2.2.1 →	11A.2.2.1 →	11B.2.2.1 →	11C.2.2.1 →
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GLO 2.3: Demonstrate the ability to identify, select, use, and maintain **supplies and equipment.**

9.2.3.1 Demonstrate the ability to identify, select, use, and maintain supplies and equipment.	10.2.3.1 →	11A.2.3.1 →	11B.2.3.1 →	11C.2.3.1 →
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9206 Exploration of Motion Picture Arts (9) 15S / 15E / 15M 10S / 10E / 10M	9207 Introduction to Motion Picture Arts (10) 20S / 20E / 20M	9208 Fundamentals of Animation (11A) 30S / 30E / 30M	9209 Fundamentals of Compositing and Visual Effects (11B) 30S / 30E / 30M	9210 Fundamentals of Previsualization (11C) 30S / 30E / 30M
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Goal 3: Incorporate **project management** processes throughout the development cycle.

GLO 3.1: Document the development process.

9.3.1.1 Demonstrate an awareness of the documentation process.	10.3.1.1 →	11A.3.1.1 →	11B.3.1.1 →	11C.3.1.1 →
	10.3.1.2 Demonstrate the ability to create an informal record of the progress of a project.	11A.3.1.2 →	11B.3.1.2 →	11C.3.1.2 →

GLO 3.2: Collaborate with peers, teachers, and industry representatives.

	10.3.2.1 Demonstrate the ability to collaborate with peers and teachers.	11A.3.2.1 Demonstrate the ability to provide, request, and incorporate feedback from peers, teachers, and/or industry representatives.	11B.3.2.1 →	11C.3.2.1 →
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9206 Exploration of Motion Picture Arts (9) 15S / 15E / 15M 10S / 10E / 10M	9207 Introduction to Motion Picture Arts (10) 20S / 20E / 20M	9208 Fundamentals of Animation (11A) 30S / 30E / 30M	9209 Fundamentals of Compositing and Visual Effects (11B) 30S / 30E / 30M	9210 Fundamentals of Previsualization (11C) 30S / 30E / 30M
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Goal 3: Incorporate **project management** processes throughout the development cycle. *(continued)*

GLO 3.3: Evaluate the project development process.

	10.3.3.1 Demonstrate an awareness of the project development process.	11A.3.3.1 Demonstrate the ability to evaluate the project's progress and to modify the process when required.	11B.3.3.1 →	11C.3.3.1 →
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GLO 3.4: Incorporate quality control processes.

	10.3.4.1 Demonstrate an awareness of the importance of quality control.	11A.3.4.1 Demonstrate the ability to perform quality control on a project.	11B.3.4.1 →	11C.3.4.1 →
	10.3.4.2 Demonstrate the ability to perform quality control on a project.			

9206 Exploration of Motion Picture Arts (9) 15S / 15E / 15M 10S / 10E / 10M	9207 Introduction to Motion Picture Arts (10) 20S / 20E / 20M	9208 Fundamentals of Animation (11A) 30S / 30E / 30M	9209 Fundamentals of Compositing and Visual Effects (11B) 30S / 30E / 30M	9210 Fundamentals of Previsualization (11C) 30S / 30E / 30M
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Goal 4: Conceptualize a project.

GLO 4.1: Demonstrate an understanding of the **theoretical foundation** of the motion picture arts when conceptualizing a project.

9.4.1.1 Demonstrate an awareness of the theories behind the project (e.g., colour theory, visual language, principles of animation).	10.4.1.1 Demonstrate an understanding of the theories behind the project (e.g., colour theory, visual language, principles of animation).	11A.4.1.1 Demonstrate an understanding of the theories behind animation (e.g., colour theory, visual language, principles of animation, walk cycles, layers, inverse kinematics, cut-outs, frame rates).	11B.4.1.1 Demonstrate an understanding of the theories behind the project (e.g., colour theory, visual language, principles of animation, photorealism).	11C.4.1.1 Demonstrate an understanding of the theories behind the project (e.g., colour theory, visual language, shape language, colour scripts, character design, painting).
	10.4.1.2 Demonstrate the ability to effectively communicate a story using a variety of story structures (e.g., story spine, story circle, hero’s journey, three-act structure).	11A.4.1.2 Demonstrate the ability to research and apply the elements of visual language (i.e., line, shape, space, contrast, tone, and colour).	11B.4.1.2 →	11C.4.1.2 →
	10.4.1.3 Demonstrate the ability to research and apply the elements of visual language (i.e., line, shape, space, contrast, tone, and colour).	11A.4.1.3 Demonstrate the ability to apply the elements of film grammar (e.g., mise-en-scene, continuity editing, cinematography, pacing).	11B.4.1.3 Demonstrate the ability to apply continuity to the effects and colour throughout a project.	11C.4.1.3 Demonstrate the ability to apply continuity of theme and design to a project.

9206 Exploration of Motion Picture Arts (9) 15S / 15E / 15M 10S / 10E / 10M	9207 Introduction to Motion Picture Arts (10) 20S / 20E / 20M	9208 Fundamentals of Animation (11A) 30S / 30E / 30M	9209 Fundamentals of Compositing and Visual Effects (11B) 30S / 30E / 30M	9210 Fundamentals of Previsualization (11C) 30S / 30E / 30M
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Goal 4: Conceptualize a project. (continued)

GLO 4.1: Demonstrate an understanding of the **theoretical foundation** of the motion picture arts when conceptualizing a project. *(continued)*

10.4.1.4 Demonstrate the ability to apply the elements of film grammar (e.g., mise-en-scene, continuity editing, cinematography, pacing).

11C.4.1.4 Demonstrate the ability to apply the elements of film grammar (e.g., mise-en-scene, cinematography, pacing).

GLO 4.2: Demonstrate the ability to **research project ideas, project requirements, and target audiences.**

9.4.2.1 Demonstrate research skills.

10.4.2.1 →

11A.4.2.1 →

11B.4.2.1 →

11C.4.2.1 →

9.4.2.2 Demonstrate the ability to brainstorm ideas related to the target audience.

10.4.2.2 →

11A.4.2.2 →

11B.4.2.2 Demonstrate the ability to plan footage to optimize compositing.

11C.4.2.2 Brainstorm ideas related to the target audience.

10.4.2.3 Demonstrate the ability to identify and describe the audience for a project.

11A.4.2.3 Demonstrate the ability to develop concepts for a project (e.g., environments, characters, props).

11C.4.2.3 Demonstrate the ability to develop concepts for a project (e.g., environments, characters, props, creatures, worlds).

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Goal 4: Conceptualize a project. *(continued)*

GLO 4.3: Develop a project concept.

9.4.3.1 Demonstrate the ability to brainstorm a project concept.	10.4.3.1 Demonstrate the ability to brainstorm a project concept.	11A.4.3.1 Demonstrate an understanding of project concepts.	11B.4.3.1 →	11C.4.3.1 →
9.4.3.2 Demonstrate the ability to develop a project concept.	10.4.3.2 Demonstrate an awareness of project concepts.	11A.4.3.2 Demonstrate the ability to select a concept based on project criteria.	11B.4.3.2 →	11C.4.3.2 →
	10.4.3.3 Demonstrate the ability to select a concept based on project criteria.	11A.4.3.3 Demonstrate the ability to assess and select assets based on project criteria.	11B.4.3.3 →	11C.4.3.3 →
	10.4.3.4 Demonstrate the ability to assess and select assets based on project criteria.	11A.4.3.4 Demonstrate the ability to develop a project concept.	11B.4.3.4 →	11C.4.3.4 →
	10.4.3.5 Demonstrate the ability to develop a project concept.			

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Goal 5: Plan and pitch projects.

GLO 5.1: Determine the **scope, timeline,** and **milestones** of a project.

9.5.1.1 Demonstrate an awareness of the need to set and meet goals for a project.	10.5.1.1 Demonstrate the ability to determine a project’s scope, timeline, and milestones.	11A.5.1.1 →	11B.5.1.1 →	11C.5.1.1 →
	10.5.1.2 Demonstrate the ability to determine steps to reach milestones.	11A.5.1.2 →	11B.5.1.2 →	11C.5.1.2 →

GLO 5.2: Demonstrate the ability to develop a **pre-production plan**.

9.5.2.1 Demonstrate the ability to develop an entry-level project plan.	10.5.2.1 Demonstrate the ability to develop a pipeline plan (e.g., determine roles, establish milestones, create a calendar).	11A.5.2.1 Demonstrate the ability to develop a pre-production plan (e.g., quick sketches, timing guides, X-sheet).	11B.5.2.1 Demonstrate the ability to develop a pre-production plan (e.g., set up framing and composition, reference, costume, makeup).	11C.5.2.1 Demonstrate the ability to develop a pre-production plan (e.g., quick sketches, reference, beat boards, mood boards, line of action, story arc, character arc).
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Goal 5: Plan and pitch projects. *(continued)*

GLO 5.2: Demonstrate the ability to develop a **pre-production plan**. *(continued)*

	10.5.2.2 Demonstrate the ability to develop concept designs for assets (e.g., storyboards, score, shots, scripts) for the project under development.	11A.5.2.2 Demonstrate the ability to develop storyboards and animatics.	11B.5.2.2 Demonstrate the ability to develop a concept drawing.	11C.5.2.2 Demonstrate the ability to develop storyboards and animatics.
	10.5.2.3 Demonstrate the ability to develop a shot list that effectively communicates the story.	11A.5.2.3 Demonstrate the ability to develop concept designs for assets (e.g., character designs, props, environments).	11B.5.2.3 Demonstrate the ability to plan to capture footage that optimizes compositing in post-production.	11C.5.2.3 Demonstrate the ability to develop concept designs for assets (e.g., character designs, props, environments, character turnaround sheets, gesture drawings, character lineup).

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Goal 5: Plan and pitch projects. *(continued)*

GLO 5.3: Develop and pitch previsualization.

<p>9.5.3.1 Demonstrate the ability to develop an animatic.</p>	<p>10.5.3.1 →</p>	<p>11A.5.3.1 Demonstrate the ability to develop an animatic incorporating cinematic annotations (e.g., burn-in, panels, scenes, sequences, notes, time code).</p>	<p>11B.5.3.1 Demonstrate the ability to screen and pitch the previsualization for a project.</p>	<p>11C.5.3.1 Demonstrate the ability to develop an animatic incorporating cinematic annotations (e.g., burn-in, panels, scenes, sequences, notes, time code).</p>
<p>9.5.3.2 Demonstrate the ability to develop, screen, and pitch the animatic for a project.</p>	<p>10.5.3.2 →</p>	<p>11A.5.3.2 →</p>		<p>11C.5.3.2 Demonstrate the ability to create a colour script.</p> <p>11C.5.3.3 Demonstrate the ability to screen and pitch the animatic for a project.</p> <p>11C.5.3.4 Demonstrate the ability to create models (e.g., 3-D renders, hand-built models, 3-D printed, maquettes).</p>

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Goal 6: Create, capture, and compose **assets**.

GLO 6.1: Create, capture, and compose **assets**.

9.6.1.1 Demonstrate the ability to create, capture, and compose assets.	10.6.1.1 Demonstrate the ability to create assets (e.g., capture video, and record audio, dialogue, music, foley art, sound effects).	11A.6.1.1 Demonstrate the ability to create assets (e.g., drawings, character cut-outs, backgrounds, objects, props, sound effects, foley art, models, textures).	11B.6.1.1 Demonstrate the ability to create assets (third party plug-ins, 3-D models, particles).	11C.6.1.1 Demonstrate the ability to create assets (characters, sets, sound, backgrounds, presentation).
	10.6.1.2 Demonstrate the ability to operate equipment for asset creation.	11A.6.1.2 →	11B.6.1.2 →	11C.6.1.2 →
	10.6.1.3 Demonstrate the ability to compose assets (e.g., logging footage, identifying circle takes, assembly editing, mixing, rendering).	11A.6.1.3 Demonstrate the ability to animate assets (e.g., rigging, frame by frame, key framing, lip syncing, camera, rendering, compositing).	11B.6.1.3 Demonstrate the ability to compose assets (e.g., chroma-keying, key framing, layer management, motion graphics, masking, mattes, paint fixing, tracking, rotoscoping, match move).	11C.6.1.3 Demonstrate the ability to create and compose assets (e.g., final character, worlds, environments, props, story arc).

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Goal 7: Publish, present, review, and assess projects.

GLO 7.1: Publish, present, review, and assess projects.

9.7.1.1 Demonstrate the ability to publish and present projects.	10.7.1.1 Demonstrate the ability to publish content.	11A.7.1.1 →	11B.7.1.1 →	11C.7.1.1 →
	10.7.1.2 Demonstrate the ability to present projects.	11A.7.1.2 →	11B.7.1.2 →	11C.7.1.2 →
	10.7.1.3 Demonstrate the ability to review feedback and assess projects.	11A.7.1.3 →	11B.7.1.3 →	11C.7.1.3 →

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Goal 8: Describe and demonstrate the transferable **cross-curricular** knowledge and skills relevant to motion picture arts.

GLO 8.1: Describe and demonstrate the transferable **cross-curricular** knowledge and skills relevant to motion picture arts.

10.8.1.1 Demonstrate an understanding of and the application of English language arts and literacy knowledge and skills that relate to storytelling and symbolism.

11A.8.1.1 Demonstrate an understanding of and the application of physics knowledge and skills that relate to animation.

11B.8.1.1 Demonstrate an understanding of and the application of mathematical skills and knowledge (e.g., units of measurement, fractions, ratios, percentages, scale) that relate to compositing.

11C.8.1.1 Demonstrate an understanding of and the application of visual arts skills and knowledge that relate to motion picture arts, including visual language, visual literacy, design, and colour theory.

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Goal 9: Demonstrate an awareness of **sustainability** as it pertains to the motion picture arts.

GLO 9.1: Describe the motion picture arts industry’s **sustainability practices** and impact on the environment.

	10.9.1.1 Describe the motion picture arts industry’s sustainability practices and impact on the environment.	11A.9.1.1 →	11B.9.1.1 →	11C.9.1.1 →
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GLO 9.2: Describe the impact of the motion picture industry on **human sustainability**, that is, on the health and well-being of its workers and consumers.

9.9.2.1 Demonstrate an awareness of ergonomics.	10.9.2.1 →	11A.9.2.1 →	11B.9.2.1 →	11C.9.2.1 →
	10.9.2.2 Demonstrate an awareness of human sustainability.	11A.9.2.2 Demonstrate an awareness of possible long-term health concerns resulting from working in the motion picture arts industry.		
	10.9.2.3 Demonstrate an awareness of the impact of motion picture arts on society.			

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Goal 10: Demonstrate an awareness of the **ethical and legal standards** as they pertain to motion picture arts.

GLO 10.1: Demonstrate an awareness of the **ethical and legal standards** as they pertain to motion picture arts.

9.10.1.1 Demonstrate an awareness of copyright and the ownership of intellectual material.	10.10.1.1 →	11A.10.1.1 →	11B.10.1.1 →	11C.10.1.1 →
9.10.1.2 Demonstrate an awareness of the concept of digital citizenship.	10.10.1.2 Demonstrate an understanding of the consequences of failing to adhere to copyright legislation.	11A.10.1.2 Demonstrate an understanding of, and compliance with, copyright legislation as it pertains to original content.	11B.10.1.2 →	11C.10.1.2 →

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Goal 11: Demonstrate **employability skills**.

GLO 11.1: Demonstrate **fundamental employability skills**.

9.11.1.1 Demonstrate regular and punctual attendance.	10.11.1.1 →	11A.11.1.1 →	11B.11.1.1 →	11C.11.1.1 →
9.11.1.2 Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.	10.11.1.2 →	11A.11.1.2 →	11B.11.1.2 →	11C.11.1.2 →
9.11.1.3 Demonstrate accountability by taking responsibility for own actions.	10.11.1.3 →	11A.11.1.3 →	11B.11.1.3 →	11C.11.1.3 →
9.11.1.4 Demonstrate adaptability, initiative, and effort.	10.11.1.4 →	11A.11.1.4 →	11B.11.1.4 →	11C.11.1.4 →
9.11.1.5 Demonstrate the ability to stay on task and effectively use time in class and work environments.	10.11.1.5 →	11A.11.1.5 →	11B.11.1.5 →	11C.11.1.5 →

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Goal 11: Demonstrate **employability skills**. *(continued)*

GLO 11.1: Demonstrate **fundamental employability skills**. *(continued)*

9.11.1.6 Demonstrate the responsible use of technology.	10.11.1.6 →	11A.11.1.6 →	11B.11.1.6 →	11C.11.1.6 →
9.11.1.7 Provide and accept constructive feedback.	10.11.1.7 →	11A.11.1.7 →	11B.11.1.7 →	11C.11.1.7 →

GLO 11.2: Demonstrate an awareness of **culture** and its importance in the workplace.

9.11.2.1 Demonstrate an awareness of culture.	10.11.2.1 Demonstrate an awareness of culture and its place in the workplace.	11A.11.2.1 Demonstrate an awareness of potentially sensitive or offensive content.	11B.11.2.1 →	11C.11.2.1 →
	10.11.2.2 Demonstrate an awareness of the importance of culture in the workplace.			
	10.11.2.3 Demonstrate an awareness of the sensitive nature of certain images, names, and themes to various cultures around the world.			

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Goal 11: Demonstrate **employability skills.** *(continued)*

GLO 11.3: Demonstrate **critical thinking skills.**

<p>9.11.3.1 Demonstrate an awareness of the need for critical thinking.</p>	<p>10.11.3.1 →</p>	<p>11A.11.3.1 Demonstrate critical thinking and problem-solving skills when conducting research and troubleshooting technical issues.</p>	<p>11B.11.3.1 →</p>	<p>11C.11.3.1 →</p>
<p>9.11.3.2 Demonstrate an awareness of the need for problem-solving skills.</p>	<p>10.11.3.2 →</p>			

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Goal 12: Demonstrate an understanding of the **motion picture arts industry.**

GLO 12.1: Demonstrate an understanding of the **scope** of the motion picture arts industry.

	10.12.1.1 Demonstrate an understanding of the scope of the motion picture arts industry.	11A.12.1.1 →	11B.12.1.1 →	11C.12.1.1 →
		11A.12.1.2 Demonstrate an awareness of the place of animation in the Canadian economy.	11B.12.1.2 Demonstrate an awareness of the place of post-production in the Canadian economy.	11C.12.1.2 Demonstrate an awareness of the place of motion picture arts in the Canadian economy.

GLO 12.2: Demonstrate an understanding of **educational and career opportunities**, as well as **industry and professional associations**, in the motion picture arts industry.

9.12.2.1 Demonstrate the ability to develop an online portfolio.	10.12.2.1 →	11A.12.2.1 →	11B.12.2.1 →	11C.12.2.1 →
	10.12.2.2 Demonstrate an understanding of the scope of career opportunities in motion picture arts.	11A.12.2.2 Demonstrate an understanding of the scope of career opportunities in animation.	11B.12.2.2 Demonstrate an understanding of the scope of career opportunities in post-production.	11C.12.2.2 Demonstrate an understanding of the scope of career opportunities in previsualization.

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Goal 12: Demonstrate an understanding of the **motion picture arts industry.** *(continued)*

GLO 12.3: Demonstrate an understanding of **working conditions** in motion picture arts.

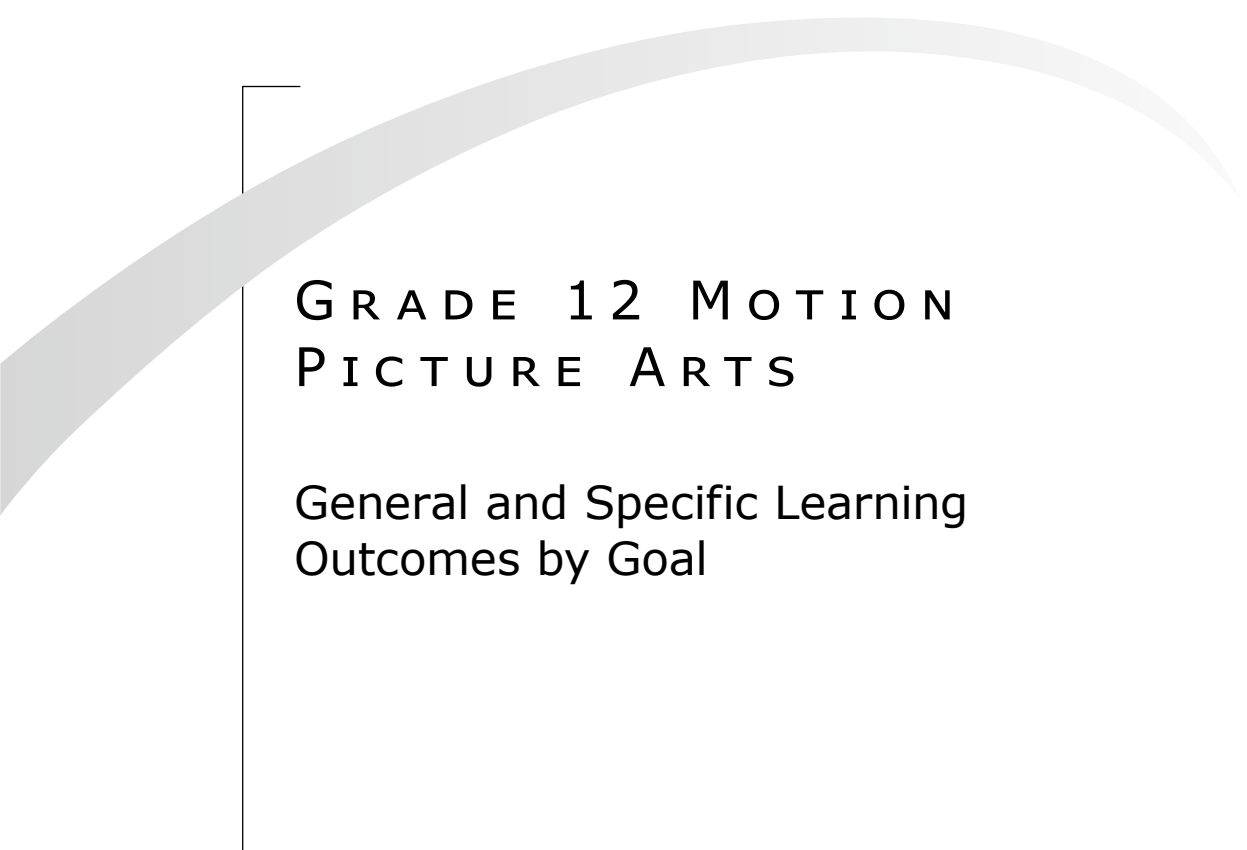
10.12.3.1 Demonstrate an understanding of the working conditions related to different occupations in motion picture arts.	11A.12.3.1 Demonstrate an understanding of the conditions related to working in an animation studio.	11B.12.3.1 Demonstrate an understanding of the conditions related to working in a post-production studio.	11C.12.3.1 Demonstrate an understanding of the conditions related to working in a production studio.
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Goal 13: Demonstrate an awareness of the **evolution** of the motion picture arts, including **technological progression and emerging trends**.

GLO 13.1: Demonstrate an awareness of the **evolution** of the motion picture arts, including **technological progression and emerging trends**.

9.13.1.1 Demonstrate an awareness of the history of the motion picture arts, including technological progression and emerging trends.	10.13.1.1 →	11A.13.1.1 Demonstrate an awareness of the history of, and technological progression and emerging trends in, animation.	11B.13.1.1 Demonstrate an awareness of the history of, and technological progression and emerging trends in, compositing and visual effects.	11C.13.1.1 Demonstrate an awareness of the history of, and technological progression and emerging trends in, previsualization.
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GRADE 12 MOTION
PICTURE ARTS

General and Specific Learning
Outcomes by Goal

GRADE 12 MOTION PICTURE ARTS: GENERAL AND SPECIFIC LEARNING OUTCOMES BY GOAL

9211 Applied Motion Picture Arts (12A) 40S / 40E / 40M	9212 Motion Picture Arts Project Management (12B) 40S / 40E / 40M	9213 Motion Picture Arts Studio Training (12C) 40S / 40E / 40M	9214 Motion Picture Arts Portfolio Development (12D) 40S / 40E / 40M
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Goal 1: Describe and apply appropriate **health and safety** practices.

GLO 1.1: Describe and apply appropriate **health and safety** practices.

12A.1.1.1 Demonstrate an understanding of online safety procedures in areas including personal identity, privacy, usernames, and passwords.	12B.1.1.1 →	12C.1.1.1 →	12D.1.1.1 →
12A.1.1.2 Adhere to online safety procedures in areas including personal identity, privacy, usernames, and passwords.	12B.1.1.2 →	12C.1.1.2 →	12D.1.1.2 →
12A.1.1.3 Maintain a safe and organized workspace.	12B.1.1.3 →	12C.1.1.3 →	12D.1.1.3 →
12A.1.1.4 Keep cables safe.	12B.1.1.4 →	12C.1.1.4 →	12D.1.1.4 →
12A.1.1.5 Demonstrate an understanding of ergonomically appropriate procedures that minimize the possibility of injury.	12B.1.1.5 →	12C.1.1.5 →	12D.1.1.5 →

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Goal 1: Describe and apply appropriate **health and safety** practices. *(continued)*

GLO 1.1: Describe and apply appropriate **health and safety** practices. *(continued)*

12A.1.1.6 Follow ergonomically appropriate procedures that minimize the possibility of injury.

12B.1.1.6 →

12C.1.1.6 →

12D.1.1.6 →

GLO 1.2: Demonstrate an awareness of safety as outlined in the *Trade Safety Awareness Manual* (available at www.gov.mb.ca/wd/apprenticeship/generalinfo/instructoreducators.html).

12C.1.2.1 Explain the importance of trade safety and health in reducing injuries and fatalities to young employees in Manitoba. (TSA 1)

12C.1.2.2 Describe the rights and responsibilities of employees, employers, and supervisors under *The Workplace Safety and Health Act*. (TSA 2)

12C.1.2.3 Describe the steps to use in the Right to Refuse process. (TSA 3)

12C.1.2.4 Explain how and where to find information on workplace safety and health. (TSA 4)

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Goal 1: Describe and apply appropriate **health and safety** practices. *(continued)*

GLO 1.1: Demonstrate an awareness of safety as outlined in the *Trade Safety Awareness Manual* (available at www.gov.mb.ca/wd/apprenticeship/generalinfo/instructoreducators.html). *(continued)*

12C.1.2.5 Demonstrate how to handle a potentially dangerous work situation. (TSA 5)

12C.1.2.6 Explain the S.A.F.E. acronym. (TSA 6)

12C.1.2.7 Define workplace safety and health hazards. (TSA 7)

12C.1.2.8 Give examples of trade-specific workplace safety and health hazards. (TSA 8)

12C.1.2.9 Give examples of five types of safety and health hazards. (TSA 9)

12C.1.2.10 Define workplace safety and health risks. (TSA 10)

12C.1.2.11 Give examples of trade-specific workplace safety and health risks. (TSA 11)

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Goal 1: Describe and apply appropriate **health and safety** practices. *(continued)*

GLO 1.1: Demonstrate an awareness of safety as outlined in the *Trade Safety Awareness Manual* (available at www.gov.mb.ca/wd/apprenticeship/generalinfo/instructoreducators.html). *(continued)*

12C.1.2.12 Explain the principles of hazard recognition and control as they apply to the specific trade. (TSA 12)

12C.1.2.13 Explain the Workplace Hazardous Material Information System (WHMIS). (TSA 13)

12C.1.2.14 Match the WHMIS hazardous materials symbols with their meanings. (TSA 14)

12C.1.2.15 Describe the importance of the Material Safety Data Sheets (MSDS). (TSA 15)

12C.1.2.16 Describe the importance of using personal protective equipment (PPE). (TSA 16)

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Goal 1: Describe and apply appropriate **health and safety** practices. *(continued)*

GLO 1.1: Demonstrate an awareness of safety as outlined in the *Trade Safety Awareness Manual* (available at www.gov.mb.ca/wd/apprenticeship/generalinfo/instructoreducators.html). *(continued)*

12C.1.2.17 Demonstrate the proper selection and use of a variety of personal protective equipment and fall protection systems. (TSA 17)

12C.1.2.18 Outline the safety principles for working on and around electrical equipment. (TSA 18)

12C.1.2.19 Outline workplace fire safety principles. (TSA 19)

12C.1.2.20 Identify the hazards in confined spaces and the preparation needed to work in a confined space. (TSA 20)

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Goal 2: Demonstrate the ability to identify, select, use, and maintain **software, hardware, supplies,** and **equipment.**

GLO 2.1: Demonstrate the ability to identify, select, and use **software.**

12A.2.1.1 Demonstrate the ability to identify, select, and use software.	12B.2.1.1 →	12C.2.1.1 →	12D.2.1.1 →
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GLO 2.2: Demonstrate the ability to identify, select, use, and maintain **hardware.**

12A.2.2.1 Demonstrate the ability to identify, select, use, and maintain hardware.	12B.2.2.1 →	12C.2.2.1 →	12D.2.2.1 →
12A.2.2.2 Demonstrate the ability to use process-specific equipment.			

GLO 2.3: Demonstrate the ability to identify, select, use, and maintain **supplies and equipment.**

12A.2.3.1 Demonstrate the ability to identify, select, use, and maintain supplies and equipment.	12B.2.3.1 →	12C.2.3.1 →	12D.2.3.1 →
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Goal 3: Incorporate **project management** processes throughout the development cycle.

GLO 3.1: Document the development process.

12A.3.1.1 Demonstrate an understanding of the documentation process.

12B.3.1.1 Demonstrate the ability to initiate and implement a formal documentation process on a variety of platforms (e.g., social media, web, apps).

12A.3.1.2 Demonstrate the ability to plan, document, and create a learning resource which illustrates a techno-creative process (e.g., software simulation, social media time lapse, annotated screen shots, e-books, tutorials).

12A.3.1.3 Demonstrate the ability to reflect on own techno-creative process.

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Goal 3: Incorporate **project management** processes throughout the development cycle. *(continued)*

GLO 3.2: Collaborate with peers, teachers, and industry representatives.

12A.3.2.1 Demonstrate the ability to collaborate with peers, teachers, and industry representatives to learn new techno-creative skills.	12B.3.2.1 Demonstrate the ability to provide, request, and incorporate feedback from peers, teachers, and industry representatives (e.g., student groups, sports teams, local business or industry).	12C.3.2.1 Demonstrate the ability to collaborate with personnel in the industry.	12D.3.2.1 Demonstrate the ability to provide, request, and incorporate feedback from peers, teachers, and representatives from industry when developing portfolios.
12A.3.2.2 Demonstrate the ability to teach applied techno-creative skills to others.	12B.3.2.2 Demonstrate the ability to collaborate with others.	12C.3.2.2 Demonstrate the ability to request and incorporate feedback from industry representatives.	12D.3.2.2 Demonstrate the ability to research and identify industry representatives who would help one find employment.
	12B.3.2.3 Demonstrate the ability to actively participate in production meetings (e.g., student-led, teacher-initiated, meetings with industry, dailies, accountability checks).		12D.3.2.3 Demonstrate the ability to initiate and maintain a professional relationship with industry representatives.

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Goal 3: Incorporate **project management** processes throughout the development cycle. *(continued)*

GLO 3.3: Evaluate the project development process.

12A.3.3.1 Demonstrate the ability to evaluate own skills and modify own approach.

12B.3.3.1 Demonstrate the ability to review and evaluate the creative process.

12B.3.3.2 Demonstrate the ability to reflect and self-assess.

GLO 3.4: Incorporate **quality control** processes.

12A.3.4.1 Demonstrate the ability to perform quality control (e.g., use appropriate technical terminology; control file resolution, audio quality, formatting, showing key strokes, file naming conventions).

12B.3.4.1 Demonstrate the ability to determine and manage the quality assurance process.

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Goal 3: Incorporate **project management** processes throughout the development cycle. *(continued)*

GLO 3.5: Manage projects.

12B.3.5.1 Demonstrate the ability to develop and implement procedures to manage a project (e.g., calendar, tasks lists, project management software, milestones).

12B.3.5.2 Demonstrate the ability to determine and assign various pipeline roles and tasks.

12B.3.5.3 Demonstrate the ability to clarify roles and responsibilities of team members throughout the creative process.

12B.3.5.4 Demonstrate the ability to achieve, review, and adjust milestones.

12B.3.5.5 Demonstrate the ability to organize, schedule, and host production meetings.

12B.3.5.6 Demonstrate the ability to identify and manage risks.

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Goal 4: Conceptualize a project.

GLO 4.1: Demonstrate an understanding of the **theoretical foundation** of the motion picture arts when conceptualizing a project.

12A.4.1.1 Demonstrate an understanding of the creative process in relation to applied techno-creative skills.

12A.4.1.2 Demonstrate the application of the underpinnings of visual storytelling.

12B.4.1.1 Demonstrate an understanding of the theory behind a project (e.g., colour theory, visual language, shape language, colour scripts, character design, painting).

12B.4.1.2 Demonstrate the ability to research, demonstrate, and apply the elements of visual language (i.e., line, shape, space, contrast, tone, and colour).

12B.4.1.3 Demonstrate the ability to apply continuity of theme and design to a project.

12B.4.1.4 Demonstrate the ability to apply the elements of film grammar (e.g., mise-en-scene, cinematography, pacing).

12D.4.1.1 Demonstrate an understanding of the theory behind a motion picture arts portfolio.

12D.4.1.2 Demonstrate an understanding of the characteristics of effective portfolios.

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Goal 4: Conceptualize a project. *(continued)*

GLO 4.2: Demonstrate the ability to **research project ideas, project requirements, and target audiences.**

12A.4.2.1 Demonstrate the ability to research current and future trends in motion picture production.

12B.4.2.1 Demonstrate research skills.

12D.4.2.1 Demonstrate the ability to research portfolio ideas and requirements for potential employment or for entry into a post-secondary institution (topics may include studios, current trends in online portfolios, social media, job sites, job requirements, and career awareness).

12A.4.2.2 Demonstrate the ability to research and emulate current studio practices/ techniques.

12B.4.2.2 Demonstrate the ability to brainstorm ideas related to the target audience.

12B.4.2.3 Demonstrate the ability to develop concepts for a project (e.g., environments, characters, props, creatures, worlds).

12B.4.2.4 Demonstrate the ability to plan the production phase (e.g., use footage to optimize compositing, B-roll, rigged character instances).

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Goal 4: Conceptualize a project. *(continued)*

GLO 4.3: Develop a project concept.

12A.4.3.1 Demonstrate the ability to select a concept based on project criteria.

12B.4.3.1 Demonstrate the ability to develop a project concept using the creative process.

12D.4.3.1 Demonstrate the ability to develop a concept for a portfolio for the purpose of gaining employment or entry into a post-secondary institution.

12A.4.3.2 Demonstrate the ability to assess and select assets based on project criteria.

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Goal 5: Plan and pitch projects.

GLO 5.1: Determine the **scope, timeline,** and **milestones** of a project.

12A.5.1.1 Demonstrate the ability to identify the resources required to complete a project.

12B.5.1.1 →

12D.5.1.1 Demonstrate the ability to identify the resources required to gain employment in motion picture arts or associated industries, or entry into a post-secondary institution.

12A.5.1.2 Demonstrate the ability to determine scope and timelines of projects by implementing milestones.

12B.5.1.2 →

12D.5.1.2 Demonstrate the ability to determine timelines to gain employment in motion picture arts or associated industries, or entry into a post-secondary institution.

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Goal 5: Plan and pitch projects. *(continued)*

GLO 5.2: Demonstrate the ability to develop a **pre-production plan**.

12A.5.2.1 Demonstrate the ability to develop a pre-production plan (e.g., using reference video, screen shots, scouting, checklists).

12B.5.2.1 Demonstrate the ability to develop a pre-production plan (e.g., using quick sketches, beat boards, mood boards, storyboards, animatics, character turnaround sheets, colour script).

12A.5.2.2 Demonstrate the ability to develop concept designs (e.g., sketches, storyboard, mind map, mood board).

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Goal 5: Plan and pitch projects. *(continued)*

GLO 5.3: Develop and pitch previsualizations.

12A.5.3.1 Demonstrate the ability to create an animatic incorporating cinematic annotations (e.g., burn-in, panels, scenes, sequences, notes, time code, colour script, 3-D models, maquette, prototype).

12B.5.3.1 →

12A.5.3.2 Demonstrate the ability to screen and pitch a previsualization for the project.

12B.5.3.2 →

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Goal 6: Create, capture, and compose **assets**.

GLO 6.1: Create, capture, and compose **assets**.

12A.6.1.1 Demonstrate the ability to learn and incorporate skills required to complete a project.

12A.6.1.2 Demonstrate proficiency in the operation of equipment for asset creation.

12A.6.1.3 Demonstrate the ability to create, capture, and compose assets (e.g., special effects for a scene, dynamic character rigs, parallax, foley art, practical effects).

12B.6.1.1 Demonstrate the ability to create, capture, and compose assets (e.g., special effects for a scene, dynamic character rigs, parallax, foley art, practical effects) for a project.

12D.6.1.1 Demonstrate the ability to create, capture, and compose assets for a project to be incorporated into a portfolio.

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Goal 7: Publish, present, review, and assess projects.

GLO 7.1: Publish, present, review, and assess projects.

12A.7.1.1 Demonstrate the ability to publish, present, and assess projects, and review and incorporate feedback.

12B.7.1.1 Demonstrate the ability to generate questions to elicit relevant feedback from a test audience.

12B.7.1.2 Demonstrate the ability to identify test audiences.

12B.7.1.3 Demonstrate the ability to present a project to test audiences, in order to collect feedback.

12B.7.1.4 Demonstrate the ability to identify relevant feedback.

12B.7.1.5 Demonstrate the ability to incorporate relevant feedback into project.

12B.7.1.6 Demonstrate the ability to publish, present, and assess projects.

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Goal 8: Describe and demonstrate the transferable **cross-curricular** knowledge and skills relevant to motion picture arts.

GLO 8.1: Describe and demonstrate the transferable **cross-curricular** knowledge and skills relevant to motion picture arts.

12A.8.1.1 Demonstrate an understanding and application of aspects of English language arts and literacy, as they relate to formal communication.

12C.8.1.1 Describe and apply cross-curricular knowledge and skills from career development courses.

12D.8.1.1 Describe and apply the cross-curricular knowledge and skills related to portfolio development from English language arts.

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Goal 9: Demonstrate an awareness of **sustainability** as it pertains to motion picture arts.

GLO 9.1: Describe the motion picture arts industry's **sustainability practices** and impact on the environment.

12C.9.1.1 Describe the motion picture arts industry's sustainability practices and impact on the environment.

GLO 9.2: Describe the impact of the motion picture arts industry on **human sustainability** and on the well-being of workers in and consumers of the motion picture industry.

12C.9.2.1 Demonstrate an understanding of the long-term health concerns associated with selected career.

12C.9.2.2 Demonstrate an understanding of the long-term health concerns of working the long hours typical in the motion picture arts industry.

12C.9.2.3 Demonstrate an understanding of the ergonomic issues associated with the motion picture arts (e.g., screen time, work-life balance, posture).

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Goal 10: Demonstrate an awareness of the **ethical and legal standards** as they pertain to motion picture arts.

GLO 10.1: Demonstrate an awareness of the **ethical and legal standards** as they pertain to motion picture arts.

<p>12A.10.1.1 Demonstrate an understanding of and adhere to national and international copyright legislation.</p> <p>12A.10.1.2 Provide citations for all sources.</p>	<p>12B.10.1.1 Demonstrate an understanding of personal liability, including liability associated with the improper use of copyrighted content.</p>	<p>12C.10.1.1 Demonstrate an understanding of personal liability in a workplace.</p>	<p>12D.10.1.1 Demonstrate an understanding of the ethical and legal concerns to do with misrepresenting the ownership or credit of a particular work.</p> <p>12D.10.1.2 Demonstrate an understanding of non-disclosure agreements.</p> <p>12D.10.1.3 Demonstrate an understanding of the ethical and legal requirements to adhere to non-disclosure agreements.</p> <p>12D.10.1.4 Demonstrate an understanding of personal liability, including liability associated with the improper use of copyrighted content.</p>
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Goal 11: Demonstrate **employability skills.**

GLO 11.1: Demonstrate **fundamental employability skills.**

12A.11.1.1 Demonstrate regular and punctual attendance.	12B.11.1.1 →	12C.11.1.1 →	12D.11.1.1 →
12A.11.1.2 Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.	12B.11.1.2 →	12C.11.1.2 →	12D.11.1.2 →
12A.11.1.3 Demonstrate accountability by taking responsibility for own actions.	12B.11.1.3 →	12C.11.1.3 →	12D.11.1.3 →
12A.11.1.4 Demonstrate adaptability, initiative, and effort.	12B.11.1.4 →	12C.11.1.4 →	12D.11.1.4 →
12A.11.1.5 Demonstrate the ability to stay on task and effectively use time in class and in work environments.	12B.11.1.5 →	12C.11.1.5 →	12D.11.1.5 →
12A.11.1.6 Demonstrate the responsible use of technology.	12B.11.1.6 →	12C.11.1.6 →	12D.11.1.6 →
12A.11.1.7 Provide and accept constructive feedback.	12B.11.1.7 →	12C.11.1.7 →	12D.11.1.7 →

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Goal 11: Demonstrate **employability skills**. *(continued)*

GLO 11.2: Demonstrate an awareness of **culture** and its importance in the workplace.

	12B.11.2.1 Demonstrate an awareness of how to collaborate with people of various cultures while completing a project.	12C.11.2.1 Demonstrate an understanding of the work cultures found in the motion picture arts industry, in order to identify employment and training opportunities.	12D.11.2.1 →
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GLO 11.3: Demonstrate **critical thinking skills**.

12A.11.3.1 Demonstrate the critical thinking skills required to synthesize knowledge and skills from previous courses in order to complete a project.	12B.11.3.1 Demonstrate critical thinking skills when creating original content.	12C.11.3.1 Demonstrate critical thinking skills when selecting credible and industry-recognized studios, personnel, and training opportunities.	12D.11.3.1 Demonstrate critical thinking skills when selecting portfolio material to match the requirements for a specific position. 12D.11.3.2 Demonstrate critical thinking skills when selecting credible and industry-recognized studios, personnel, and training opportunities.
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Goal 11: Demonstrate **employability skills**. *(continued)*

GLO 11.4: Demonstrate an understanding of the **business operation** of a motion picture production organization.

12C.11.4.1 Demonstrate an understanding of the requirement for companies to generate profits in order to continue operating.

12C.11.4.2 Demonstrate an awareness of the various processes found in businesses, such as accounting procedures, raising capital, and relationships with investors and shareholders.

12D.11.4.1 Demonstrate an awareness of hiring practices within businesses.

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Goal 12: Demonstrate an understanding of the **motion picture arts industry.**

GLO 12.1: Demonstrate an understanding of the **scope** of the motion picture arts industry.

<p>12A.12.1.1 Demonstrate an understanding of the scope of the motion picture arts industry.</p>	<p>12C.12.1.1 Demonstrate an understanding of the various sectors of the motion picture arts industry at the local, national, and international levels.</p>	<p>12D.12.1.1 Demonstrate the ability to identify sectors of the motion picture arts industry in which to pursue employment or post-secondary training.</p>
<p>12A.12.1.2 Demonstrate an understanding of the place of the motion picture arts industry in the Canadian economy.</p>	<p>12C.12.1.2 Demonstrate an understanding of the careers in various sectors of the motion picture arts industry at the local, national, and international levels.</p>	<p>12D.12.1.2 Demonstrate an understanding of the influence of the motion picture arts on the local economy.</p>

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Goal 12: Demonstrate an understanding of the **motion picture arts industry.** *(continued)*

GLO 12.2: Demonstrate an awareness of **educational and career opportunities**, and of **industry and professional associations** in the field of motion picture arts.

12A.12.2.1 Demonstrate the ability to develop an online portfolio.

12A.12.2.2 Demonstrate an awareness of the scope of career opportunities in motion picture arts and associated industries.

12C.12.2.1 Demonstrate the ability to select a career pathway of interest (careers may include concept artist, animator, editor, cinematographer, compositor).

12C.12.2.2 Demonstrate an understanding of the training and certifications required to pursue selected career pathway.

12C.12.2.3 Demonstrate the ability to create a personal training plan to obtain a career of choice in the motion picture arts.

12C.12.2.4 Demonstrate the ability to access the training and certifications required to pursue selected career pathway.

12D.12.2.1 Demonstrate the ability to complete the steps required to gain employment in the motion picture arts and associated industries.

12D.12.2.2 Demonstrate the ability to create and maintain a professional online identity (e.g., using social media, portfolio sites, job application sites, video hosting sites, live streaming events).

12D.12.2.3 Demonstrate the ability to attract potential employers online (e.g., using hashtags, keywords, visuals, metatags, social influencers).

12D.12.2.4 Demonstrate the ability to interact professionally with the motion picture arts community, including the online community.

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Goal 12: Demonstrate an understanding of the **motion picture arts industry**. *(continued)*

GLO 12.2: Demonstrate an awareness of **educational and career opportunities**, and of **industry and professional associations** in the field of motion picture arts. *(continued)*

12C.12.2.5 Demonstrate the ability to successfully complete the training and certifications required to pursue selected career pathway.

12D.12.2.5 Demonstrate the ability to research and prepare for an employment interview.

12C.12.2.6 Demonstrate the ability to investigate industry work experience opportunities (e.g., mentorships, internships, job shadowing, work experiences, part-time employment) required to pursue selected career pathway.

12D.12.2.6 Demonstrate an understanding of the importance of local professional associations for the purpose of gaining employment.

12C.12.2.7 Demonstrate the ability to identify the industry and professional associations related to selected career.

12D.12.2.7 Demonstrate an understanding of training opportunities in the motion picture arts and associated industries (e.g., online training, apprenticeships, internships, certificates, diplomas, degrees).

9211 Applied Motion Picture Arts (12A) 40S / 40E / 40M	9212 Motion Picture Arts Project Management (12B) 40S / 40E / 40M	9213 Motion Picture Arts Studio Training (12C) 40S / 40E / 40M	9214 Motion Picture Arts Portfolio Development (12D) 40S / 40E / 40M
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Goal 12: Demonstrate an understanding of the **motion picture arts industry**. *(continued)*

GLO 12.2: Demonstrate an awareness of **educational and career opportunities**, and of **industry and professional associations** in the field of motion picture arts. *(continued)*

12C.12.2.8 Demonstrate an understanding of the post-secondary education opportunities in a selected career pathway.

12D.12.2.8 Demonstrate an awareness of industry and professional organizations, clubs, and unions, in the motion picture arts and associated industries (e.g., festivals, ACTRA, Manitoba Film & Music, OnScreen, Film Training Manitoba).

12C.12.2.9 Demonstrate the ability to create a resumé and cover letter and/or other materials for the purpose of obtaining a career in the motion picture arts.

12C.12.2.10 Demonstrate the ability to perform effectively in a job interview.

9211 Applied Motion Picture Arts (12A) 40S / 40E / 40M	9212 Motion Picture Arts Project Management (12B) 40S / 40E / 40M	9213 Motion Picture Arts Studio Training (12C) 40S / 40E / 40M	9214 Motion Picture Arts Portfolio Development (12D) 40S / 40E / 40M
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Goal 12: Demonstrate an understanding of the **motion picture arts industry**. *(continued)*

GLO 12.3: Demonstrate an understanding of **working conditions** in motion picture arts.

12A.12.3.1 Demonstrate an understanding of the working conditions found in different occupations in motion picture arts.

12C.12.3.1 Demonstrate an understanding of working conditions in selected career pathway.

12D.12.3.1 Demonstrate an understanding of different types of work arrangements (e.g., freelance, temporary, permanent, regular employment, contract, junior/senior, term, unionized/non-unionized, small/large organizations, independent organizations).

12C.12.3.2 Demonstrate an understanding of various roles within selected career pathway.

12C.12.3.3 Demonstrate an awareness of various roles within the industry.

<p>9211 Applied Motion Picture Arts (12A) 40S / 40E / 40M</p>	<p>9212 Motion Picture Arts Project Management (12B) 40S / 40E / 40M</p>	<p>9213 Motion Picture Arts Studio Training (12C) 40S / 40E / 40M</p>	<p>9214 Motion Picture Arts Portfolio Development (12D) 40S / 40E / 40M</p>
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Goal 13: Demonstrate an awareness of the **evolution** of the motion picture arts, including **technological progression** and **emerging trends**.

GLO 13.1: Demonstrate an awareness of the **evolution** of the motion picture arts, including **technological progression** and **emerging trends**.

13A.13.1.1 Demonstrate an awareness of the history, technological progression, and emerging trends in motion picture arts.

13C.13.1.1 Demonstrate an awareness of the history, technological progression, and emerging trends in a selected career pathway.

13D.13.1.1 Demonstrate an understanding of emerging trends in the motion picture arts industry, in order to identify those areas with the greatest employment potential.



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