



# JOURNALSIM & FILMMAKING WORKBOOK

## CONTINUING EDITING

WEEK 14  
CHAPTER 12-13  
GRADES 9-12

**LENGTH: 60-90 MIN.**

### OBJECTIVES

*Students will learn...*

- Enhance their edits using visuals like archival footage, statistics, motion graphics, and animation
- Utilize tips from professional editors as they continue to polish their films for final review

### MATERIALS NEEDED

- MY HERO Journalism & Filmmaking Workbook (pages 125-131)
- Writing utensils
- Computers (to edit on)
- Video Editing Software - ex. iMovie, DaVinci Resolve, etc.
- **Accompanying Slide Deck**

### ADD'L RESOURCES & LINKS

- **Ken Burns Shares 9 Useful Tips for Sourcing Archival Footage**
- **Copyright and Fair Use**
- **Film Credits**

### OVERVIEW

- Watch and Learn
- Don't Forget This Good Stuff
- Activity: Putting it All Together
- Continuing Editing

### OPENING DISCUSSION

#### Watch and Learn

Continuing to watch films can spark ideas for your own film. Watch some award-winning films from the MY HERO International Film Festival before continuing your edits to see what new storytelling techniques you can utilize.

### DON'T FORGET THIS GOOD STUFF

*At this point, you've pulled your select footage from your b-roll and interviews, and you have a rough outline of what your story may look like (it's very likely your story outline will change as you start to put things together), but you still need to acquire a number of valuable sounds and images to make the best film possible.*

*All of these sounds and images are available online. But just because they are online doesn't mean you can just take them for free. Before proceeding, it's a good idea to read APPENDIX E: COPYRIGHT AND FAIR USE*



## ARCHIVAL FOOTAGE

Archival footage is any video or still photo that was shot in the past. Some examples of archival footage include:

- Personal photos and home movies from the person(s) your film is about.
- Photos and videos of old news articles and broadcasts about your hero or related places, events, or people.
- General video and photos that help illustrate people, places, and things associated with the setting, characters, feelings, and ideas in the film.

*\*Turn to pages 126-127 in your Workbook for more information*

## GRAPHICS

Sometimes statistics and other data can be very important and educational, but numbers tend to be visually boring.

Use design programs or AI to create pie charts, bar graphs, or even more innovative animated graphics to share data in a more visually engaging way.

## ANIMATION

Similar to graphics, design programs and AI can enable you to create animation that helps bring your hero's story to life. If you or someone you know is an artist, there are programs that will help you animate original drawings in the tradition of classic cartoon Disney films or "flip books." Or you might be able to use AI to build the entire animation from scratch, based on your commands.

Animation can be useful on many fronts. For example, if you are recounting an event that occurred in the past and there is little or no archival footage, animation might be a way to represent what happened. As with all design programs and AI, do a careful search and read reviews before choosing what technology to use.

## ACTIVITY: Putting it all together

Divide the 14 Editing Tips evenly among the film crews. Each crew will review their assigned editing tips and present to the classroom.

Additional editing tips are available on pages 130-131 in your Workbook.

## TO DO

Continue to follow your editing schedule

## HOMEWORK

Continue working on edit to meet deadline