

# Glossary of Terms

## Grade Levels: PreK-2, ES, MS, HS

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**achievement (n.):** something that has been accomplished through hard work.

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**actor (n.):** a person who portrays a character in a performance.

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**addiction (n.):** compulsive need for and use of a habit-forming substance.

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**alcohol (n.):** the intoxicating component of wine, beer, spirits, and other drinks.

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**attendance (n.):** the action or state of going regularly to or being present at a place or event.

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**attitude (n.):** the way you feel about something or someone, or a specific feeling or opinion.

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**audio mixer (n.):** production crew member responsible for recording the dialogue and ambient sound.

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**BCR (n.):** brief constructed response.

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**binge drinking (n.):** the consumption of an excessive amount of alcohol in a short period of time.

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**b-roll (n.):** extra footage captured to enrich the story you're telling.

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**bullying (n.):** unwanted, aggressive behavior among school aged children that involves a real or perceived power imbalance; the behavior is repeated, or has the potential to be repeated, over time.

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**career (n.):** a job or profession that someone does for a long time.

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**career education (n.):** often refers to vocational training for a specific job field; a student learns the tools of an occupation through hands-on training.

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**caring (adj.):** displaying kindness and concern for others.

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**character (n.):** a person in a novel, play, or movie.

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**cheating (v.):** acting dishonestly or unfairly to gain an advantage, especially in a game or examination.

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**cinematographer (n.):** a person who oversees or directs photography and camerawork in movie-making, especially one who operates the camera.

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**citizenship (n.):** the status of being a citizen, along with the rights, duties and privileges of being a citizen.

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**civility (n.):** formal politeness and courtesy in behavior or speech.

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**class community (n.):** a feeling of fellowship among a group of people in a classroom setting.

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**climax (n.):** the point of highest tension, drama, or action in a film.

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**clip (n.):** the useful part of footage that was cut out to be put in the final movie's timeline.

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**close-Up (CU) (n.):** a type of shot, which tightly frames one person or an object.

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**communication (n.):** two-way process of reaching mutual understanding.

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**compassion (n.):** a feeling of wanting to help someone who is sick, hungry, in trouble, etc.

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**composer (n.):** writes and decides on music appropriate for the movie.

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**concept (n.):** an abstract idea; a general notion.

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**conflict (n.):** an element in film that involves a struggle between two opposing forces.

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**cooperation (n.):** the act or process of working together to get something done.

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**courage (n.):** the ability to do something that frightens one.

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**courtesy (n.):** the showing of politeness in one's attitude and behavior toward others.

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**coverage (n.):** the amount of footage shot and different camera angles used to capture a scene.

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**culturally relevant education (CRE) (n.):** teaching method that empowers students intellectually, socially, emotionally, and politically by using cultural referents to impart knowledge, skills, and attitudes.

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**cut (v.):** to take the parts of footage that are useful for the final movie out of the raw footage.

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**cyber ethics (n.):** ethics applied to an online environment.

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**denouement (n.):** the final part of a movie or narrative in which the plot is drawn together and matters are explained or resolved; also called the resolution.

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**Depth of Knowledge Wheel (n.):** a system to categorize tasks according to the complexity of thinking required to successfully complete them.

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**dialogue (n.):** the things that are said by the characters in a story, movie, play, etc.

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**digital literacy (n.):** the ability to understand and communicate through technology.

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**digital responsibility (n.):** the ability to use technology in a responsible way.

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**diligence (n.):** careful and persistent work or effort.

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**director (n.):** a person who supervises the actors, camera crew, and other staff for a movie or similar production.

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**discussion organizer (n.):** a tool students can utilize to collect and analyze their thoughts before and after class discussion.

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**documentary (n.):** a nonfictional film intended to record some aspect of reality, primarily for the purposes of instruction, education, or maintaining an historical record.

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**drug (n.):** a medicine or other substance that has a physiological effect when introduced into the body.

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**edit (v.):** to cut together footage into a final movie, placing all shots in order, adding graphics and transitions.

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**editor (n.):** production crew member who puts the movie together using editing software.

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**education (n.):** the action or process of teaching someone especially in a school, college, or university.

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**empathy (n.):** the ability to understand and share the feelings of another.

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**establishing shot (n.):** a wide shot of the room to give the audience an idea of setting.

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**export (v.):** to send a final movie out of an editing program into a format that can play on different devices.

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**exposition (n.):** the writer's way to give background information to the audience about the setting and the characters of the story.

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**extended thinking (n.):** Level 4 of the Depth of Knowledge wheel; requires high cognitive demand and is very complex.

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**extreme close-up (ECU) (n.):** the shot is so tight that only a detail of the subject, such as someone's eyes, can be seen.

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**failure (n.):** lack of success.

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**fairness (n.):** the quality of treating people equally or in a way that is right or reasonable.

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**falling action (n.):** part of plot that occurs right after the climax, when the main problem of the story resolves.

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**Five Core Competencies (n.):** five interrelated sets of cognitive, affective and behavioral competencies identified by CASEL; they are: self-awareness, self-management, social awareness, relationship skills, and responsible decision making.

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**footage (n.):** material filmed in the production of a movie or similar motion picture.

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**freedom (n.):** the power or right to act, speak, or think as one wants.

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**gaffer (n.):** crew member that works with cinematographer to design and create beautiful lighting.

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**gender identity (n.):** a person's internal sense of being male, female, some combination of male and female, or neither male or female.

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**generosity (n.):** the quality of being kind, understanding, and not selfish.

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**graphic (n.):** an image or words that help tell the story that are put onto the footage after filming.

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**grit (n.):** courage and resolve; strength of character.

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**harassment (n.):** the act of annoying or bothering someone in a repeated way.

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**health (n.):** state of complete physical, mental, and social well-being.

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**helpfulness (n.):** providing useful assistance.

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**heroin (n.):** a highly addictive drug derived from morphine.

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**high risk behavior (n.):** action that makes it more likely for someone to suffer from a particular condition.

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**honesty (n.):** the quality of being fair and truthful.

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**honor (n.):** high respect.

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**import (v.):** to bring raw footage into an editing program.

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**inciting incident (n.):** the event that begins a story's problems.

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**integrity (n.):** the quality of having strong moral principles.

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**interview (n.):** a conversation where questions are asked by one person and answers are given by another person.

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**interviewer (n.):** the person who asks the questions in an interview.

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**justice (n.):** fairness in protection of rights.

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**kindness (n.):** the quality of being friendly, generous, and considerate.

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**loyalty (n.):** showing complete and constant support for someone or something.

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**media literacy (n.):** the ability to access, analyze, evaluate and create media in a variety of forms.

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**motivation (n.):** what influences someone to do something.

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**narrative (n.):** the structure through which movies, books, television programs, etc. tell stories.

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**norm (n.):** something that is usual, typical, or standard.

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**obstacle (n.):** something that gets in the way of progress.

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**pan (v.):** moving the camera to the left or right.

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**patience (n.):** a person's ability to wait something out or endure something tedious without becoming annoyed.

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**perseverance (n.):** continued effort to do or achieve something despite difficulties.

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**physical activity (n.):** bodily movement.

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**picture lock (n.):** the point in the editing process when no further edits will take place, other than audio or color correction.

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**plagiarism (n.):** the taking of someone else's work or ideas and passing them off as one's own.

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**plot (n.):** the sequence of main events in a movie or similar work.

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**post-production (n.):** all the work that goes into creating a movie after the filming has taken place.

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**pre-production (n.):** all the work that goes into creating a movie before the filming takes place.

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**prevention (n.):** the act of stopping something from happening.

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**producer (n.):** plans and coordinates various aspects of film production.

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**production (n.):** the filming of a movie.

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**production crew (n.):** a group of people hired to produce a film.

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**production designer (n.):** crew member that creates props and set; is responsible for the background.

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**professional development (n.):** learning aimed at improving professional knowledge, competence, skill, and effectiveness.

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**over the shoulder (OTS) (n.):** a shot of someone or something taken from the perspective or camera angle from the shoulder of another person.

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**question stems (n.):** a list of the beginning words for creating questions in every level of the Depth of Knowledge wheel.

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**raw footage (n.):** everything that was filmed for a video before editing or altering.

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**recall: 1. (n.)** Level 1 of the Depth of Knowledge wheel; involves basic tasks that require students to recall or reproduce knowledge and/or skills. **2. (v.)** To remember something learned or experienced.

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**reflection (n.):** serious thought or consideration.

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**relationship (n.):** the state of two or more people being connected or related.

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**relationship skills (n.):** forming positive relationships, working in teams, and dealing effectively with conflict; one of the Five Core Competencies.

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**respect (n.):** a feeling of deep admiration for someone or something.

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**responsible decision-making (n.):** making ethical, constructive choices about personal and social behavior; one of the Five Core Competencies.

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**responsibility (n.):** the state of being accountable.

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**review (n.):** watching a movie, reading a paper, or looking at a project for any final edits.

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**resilience (n.):** the ability to bounce back from a challenging situation.

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**rising action (n.):** a series of relevant incidents that create suspense.

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**screen addiction (n.):** any online or television-related behavior that interferes with normal living.

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**screening (n.):** a private viewing of a completed or nearly completed movie.

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**script (n.):** the written text of a film, commercial, play, television show, or other performed piece.

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**self-awareness (n.):** recognizing one's emotions and values as well as one's strengths and challenges; one of the Five Core Competencies.

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**self-control (n.):** the ability to manage your actions, feelings and emotions.

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**self-management (n.):** managing emotions and behaviors to achieve one's goals; one of the Five Core Competencies.

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**sequencing (v.):** arranging a series of scenes in a specific order to form a story.

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**setting (n.):** where a film takes place.

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**shot (n.):** specific camera placement and content.

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**skill (n.):** an ability.

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**skill/concept (n.):** Level 2 of the Depth of Knowledge wheel; includes the engagement of some mental processing beyond recalling or reproducing a response.

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**smoking (n.):** the inhalation of the smoke of burning tobacco encased in cigarettes, pipes, and cigars.

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**social action (n.):** taking steps to change the things that are wrong in our society and introducing new ideas and processes for doing things better in the future.

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**social awareness (n.):** showing understanding and empathy for others; one of the Five Core Competencies.

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**Social Emotional Learning (SEL) (n.):** the process through which children and adults acquire and effectively apply the knowledge, attitudes, and skills necessary to understand and manage emotions, set and achieve positive goals, feel and show empathy for others, establish and maintain positive relationships, and make responsible decisions.

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**social media (n.):** communication through online communities.

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**special effects (SFX) (n.):** shots that are manipulated, different, or unusual.

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**stereotyping (n):** when you judge a group of people who are different from you based on preconceived notions.

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**steroids (n.):** substances that are used medically especially to promote tissue growth, and are sometimes abused by athletes to increase the size and strength of their muscles and improve endurance.

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**strategic thinking (n.):** Level 3 of the Depth of Knowledge wheel; demands a short-term use of higher order thinking processes, such as analysis and evaluation, to solve real-world problems with predictable outcomes.

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**stress (n.):** a state of mental or emotional strain.

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**stress management (n.):** techniques aimed at controlling a person's level of stress.

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**subject (n.):** the focus of the film, story, documentary, etc.

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**substance abuse (n.):** dependence on an addictive substance, especially alcohol or drugs.

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**success (n.):** the accomplishment of a goal.

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**take (n.):** the number of times you film/record the same shot.

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**text (n):** refers to articles, essays, videos, works of art, pieces of music, speeches, etc. that elicit a response or feeling and can be discussed using subject- appropriate vocabulary.

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**theme (n.):** overarching topic of a film or similar work.

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**tilt (v.):** moving the camera up or down.

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**timeline (n.):** the collection of all useful clips for video production in order.

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**togetherness (n.):** fellowship; being united with others.

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**tolerance (n.):** willingness to accept beliefs different than one's own.

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**transition (n.):** the moment between clips in a video; usually to convey a shift in tone or mood, suggest the passage of time, or separate parts of the story.

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**trustworthiness (n.):** worthy of being relied on.

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**two shot (n.):** a shot that has both actors in it.

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**video production (n.):** the process of creating a film.

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**visuals (n.):** enhance a film's aesthetics.

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**wellness (n.):** the state of being healthy and making choices toward a fulfilling life.

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**wide angle (wide) (n.):** a shot that typically shows the entire object or human figure and is usually intended to place it in some relation to its surroundings.

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