

Rough Outline of Day Camp:

Day 1: Basics of Photography

9-10: Campers will learn the basics of photography required to fully understand photography and videography. They will learn the exposure triangle and how that affects the look of a photograph.

10-10:15: Break, snack

10:15-12: Landscape/Nature Photos (outdoor weather permitting)

12-12:45: Lunch break

12:45-1:30: Free Play

1:30-3: Learn Basic Editing Using Free Programs

3-3:30: Snack, Clean Up

3:30-4:30: Edit photos, more photography practice

4:30-5: Free Play/One on One Help

Day 2: Basic of Portraits

9-10: Presentation, How-To

10-10:15: Break, snack

10:15-12: Campers will group up for portraits (outdoor weather permitting)

12:-12:45: Lunch break

12:45-1:30: Free Play

1:30-2:30: Headshots

2:30-3: Editing Portraits and Headshots

3-3:30: Snack, Cleaning

3:30-4:30: Finish editing, introduce still photography videos (bring supplies), script ideas.

4:30-5: Free Play

Day 3: Still Photo Videos and Continuity

9-10: Record still photo videos

10-10:15: Break, snack

10:15-12: Edit still photo videos

12-12:45: Lunch break

12:45-1:30: Free Play

1:30-3: Learn about continuity/importance of continuity. Continuity exercises/games, start writing script

3-3:30: Snack, Clean Up

3:30-4:30: Finalize script and cast, make prop and costume lists to prepare for filming

4:30-5: Free Play

Day 4: Filming Final Project and Short Format Videos

9-10: Set up for filming

10-10:15: Break, snack

10:15-12: Filming Final Project

12-12:45: Lunch break

12:45-1:30: Free Play

1:30-3: Complete Filming Final Project

3-3:30: Snack, Clean Up

3:30-4:30: Learn about the rise of short-format videos and how they are used in news

broadcasts, social media marketing, social media, etc.
4:30-5: Free Play

Day 5: Post-Production and Screenings

9-10: Learn basic film editing

10-10:15: Break, snack

10:15-12: Edit film

12-12:45: Lunch Break

12:45-1:30: Free Play

1:30-3: Final Edits

3-3:30: Snack, Clean Up

3:30-4: View final project

4-5: Replay final project during parent pick-up, free play time