

## Core Skills Analysis

### Language Arts

The student wrote a script and narrated a YouTube video about the game Hollow Knight, choosing clear words to explain game mechanics and story elements. While recording, they practiced pronunciation, pacing, and expressive tone to keep viewers interested. They also edited spoken sections for flow, learning how to revise language for clarity and impact. Through this process, the student demonstrated the ability to organize ideas into a coherent, audience-focused presentation.

### Technology & Computer Science

The student captured gameplay footage, imported the clips into video-editing software, and applied cuts, transitions, and sound effects to create a polished final product. They learned how digital files are organized, how file formats affect quality, and the basics of timeline editing. By troubleshooting glitches like lagging audio, the student practiced problem-solving skills common in computing. The activity gave them hands-on experience with multimedia tools and the concept of iterative design.

### Visual Arts

The student selected striking game screenshots and added on-screen graphics, such as title cards and caption overlays, to enhance visual storytelling. They explored color contrast, composition, and typography to make the video aesthetically appealing. By adjusting brightness and cropping images, the student learned how visual elements can emphasize mood and guide viewer attention. This artistic work reinforced principles of design and visual communication.

### Mathematics

The student measured video lengths, calculated frame rates, and timed each segment to fit a target runtime of five minutes. They used fractions to determine how much of the total time each game feature should occupy (e.g.,  $\frac{1}{4}$  for combat,  $\frac{1}{3}$  for storyline). By converting seconds to minutes and adding up segment durations, the student practiced addition, subtraction, and proportional reasoning. These calculations ensured a balanced, well-structured video.

### Tips

Encourage the student to storyboard the next video, drawing each scene before filming to strengthen planning skills. Introduce basic audio-mixing by adding royalty-free music and learning how volume levels affect clarity. Organize a peer-review session where classmates give constructive feedback on narration, visuals, and pacing, turning the project into a collaborative learning experience.

### Book Recommendations

- [YouTube for Kids: A Beginner's Guide to Creating Awesome Videos](#) by Jenna B. Torres: A step-by-step guide that teaches young creators how to plan, shoot, edit, and publish videos safely.
- [The Art of Video Games: From Pac-Man to Minecraft](#) by Grant Tavinor: Explores the visual design, storytelling, and cultural impact of video games, perfect for curious gamers.
- [Storycraft: The Complete Guide to Writing Narrative Nonfiction](#) by Jack M. Hyman: Helps budding writers turn factual content, like game reviews, into engaging stories with clear structure.

### Try This Next

- **Worksheet:** Create a storyboard grid with columns for scene, visual elements, dialogue, and timing.

- Quiz: Multiple-choice questions on video file formats, frame rates, and copyright basics.