

## GRADE 9-12 DIGITAL PUBLICATIONS FRAMEWORK

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### **OVERVIEW:**

**Digital Publications** students are responsible for all aspects of the school's yearbook production and the skills developed are graphic design, photography, journalism, video editing, proofing, leadership and team work.

### **EXPECTATIONS:**

#### **The student will be able to:**

Discuss and apply the principles and guidelines of digital art.  
 Analyze previous books identifying strengths and weaknesses.  
 Make strategic decisions that will lead to determine the features of that year's book.  
 Interact with other school departments and non-yearbook students and teachers so that photos, videos and texts are produced and shared.  
 Use computers, graphic design software, printers, scanners, digital cameras and graphics tablets, to create digital art that reflects the daily lives of our students.  
 Design a book structure with layouts, and use desktop publishing software to paginate and export to a printable format.

### **ACTIVITIES/PROJECTS:**

Critical analysis of old yearbooks.  
 Appointment of senior management positions.  
 Targeted discussions.  
 Adobe Photoshop/Illustrator/InDesign training.  
 Photography workshops.

Creation of templates.  
Creation of layouts.  
Cover creation.  
Book pagination.  
Critical analysis of the book created.

**RESOURCES:**

Old yearbooks.  
Computers.  
Adobe Photoshop/Illustrator/InDesign.  
Photo cameras.

**ASSESSMENTS:**

Analysis of old and current book.  
Targeted discussions.  
Template creation.  
Layout creation.  
Final pages created.

**STUDENTS ARE EXPECTED TO COME WITH THE BASIC KNOWLEDGE ON:**

Graphic Design software.  
Photography.  
Video editing.  
Journalism.  
Proofing.  
Leadership.  
Team work.

**PERFORMANCE INDICATORS:**

**CREATIVITY AND INNOVATION**

Using still image editors, define a selection for changes that only apply to it, be able to define the concept of layers and make changes that only apply to those selections. Also, is able to free transform an object. DOK 2 E

Using still image editors, merge and change the order of layers. Also, delete the background of an image and change blending options. DOK 2 E

Using publishing software, create layouts and templates of a book based on school events. DOK 3 E

Using still image editors and vector graphics software, create pages of a book based on school events. DOK 3 E

Using photo and video cameras, cover school events. DOK 2

Create presentations with images, sound and video that will become the digital version of the book DOK 3 E

**COMMUNICATION AND COLLABORATION**

In groups, make strategic decisions that will lead to determine the features of that year's book. Then, create minutes that are presented to the whole class, so that those decisions become validated. DOK 3 E

Interact with other school departments and non-yearbook students and teachers so that photos, videos and texts are produced and shared. DOK 2

**CRITICAL THINKING, PROBLEM SOLVING, AND DECISION MAKING**

Following a ladder diagram, plan attending events and the use of digital resources to collect all the data needed. DOK 1

Use digital tools and resources so that the editing process is logical, efficient and effective. DOK 2

**TECHNOLOGY OPERATIONS AND CONCEPTS**

Understand and use key short-cuts on the software chosen for the class. DOK 1

Use "bridge" software to navigate between programs. DOK 2

Convert files to the most appropriate format for a given project. DOK 1