

Course Title: Multimedia

Topic/Concept: PowerPoint

Time Allotment: 2 Weeks

Unit Sequence: 1

Major Concepts to be learned:

1. Projector presentations
2. Design Concepts
3. Other uses for PowerPoint

Expected Skills to be demonstrated:

1. Delete slides
2. Create a specified type of slide
3. Create a presentation from a template and/or a Wizard
4. Navigate among different views (slide, outline, sorter, tri-pane)

PA Standards/Anchors:

Eligible Content:

3.6.10.B 3.7.10.C 3.7.10.D 3.7.10E	<ul style="list-style-type: none">• Apply and analyze advanced communication techniques to produce an image that effectively conveys a message. [3.6.10.b.2.]• Apply basic computer operations and concepts. [3.7.10.b.]• Identify solutions to basic hardware and software problems. [3.7.10.c.1.]• Utilize computer software to solve specific problems. [3.7.10.d.]• Apply advanced graphic manipulation and desktop publishing techniques. [3.7.10.d.2.]• Apply basic and advanced multimedia applications. [3.7.10.d.3.]• Describe and demonstrate how two or more software applications can be used to produce an output. [3.7.10.d.5.]• Select and apply software designed to meet specific needs. [3.7.10.d.6.]• Explain and demonstrate file transfer within and outside of a computer network. [3.7.10.e.4.]
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Instructional Strategies:

Assessments:

Problem solving activities Lecture Performance task Hands-on activity	<ul style="list-style-type: none">• Project Portfolio• Teacher Observation
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Course Title: Multimedia Productions

Time Allotment: 5 Weeks

Topic/Concept: Photo Shop

Unit Sequence: 2

Major Concepts to be learned:

1. Using a Digital image recording device
2. Editing Images
3. File Management
4. Understanding Digital Images

Expected Skills to be demonstrated:

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|--|--|-----------------------------------|
| 1. Using a Digital image recording device | 11. File FormaBatch Process multiple images | 21. Crop an image |
| 2. Capture a digital image with: Scanner, camera | 12. Remove Red-Eye | 22. Resize an image |
| 3. Editing Images | 13. Apply actions/filters | 23. Batch Process multiple images |
| 4. Crop an image | 14. File Management | 24. Remove Red-Eye |
| 5. Resize an image | 15. organize folders | 25. File Management |
| 6. Batch Process multiple images | 16. organization software | 26. Organize folders |
| 7. Remove Red-Eye | 17. Understanding Digital Images | 27. Organization software |
| 8. File Management | 18. Definition of terms | 28. Understanding Digital Images |
| 9. Organize folders | 19. File Forms | 29. Definition of terms |
| 10. Organization software | 20. Understanding Digital ImagEditing Images | |

PA Standards/Anchors:

Eligible Content:

3.6.10.B
3.6.10.C
3.6.10.D
3.6.10.E

- Apply knowledge of information technologies of encoding, transmitting, receiving, storing, retrieving, and decoding.
- Apply and analyze advanced communication techniques to produce an image that effectively conveys a message.
- Apply basic computer operations and concepts.
- Identify solutions to basic hardware and software problems.
- Utilize computer software to solve specific problems.
- Apply advanced graphic manipulation and desktop publishing techniques.
- Apply basic and advanced multimedia applications.
- Describe and demonstrate how two or more software applications can be used to produce an output.
- Select and apply software designed to meet specific needs.
- Apply basic computer communications systems.
- Explain and demonstrate file transfer within and outside of a computer network.

Instructional Strategies:

Assessments:

Cooperative groups	Problem solving activities
Lecture	Group discussion
Performance task	Hands-on activity
Evaluating	

- Projects
- Teacher Observation

Course Title: Multimedia

Topic/Concept: Illustrator

Time Allotment: 3 Weeks

Unit Sequence: 3

Major Concepts to be learned:

1. Import/export
2. Vector images
3. Tool usage

Expected Skills to be demonstrated:

1. Import and convert images to vector graphics
2. Use tools in Illustrator to create vector graphics
3. Export vector graphics for use in a variety of media and programs.

PA Standards/Anchors:

Eligible Content:

3.6.10.B
3.7.10.C
3.7.10.D
3.7.10.E

- Apply knowledge of information technologies of encoding, transmitting, receiving, storing, retrieving, and decoding. [3.6.10.b.]
- Apply and analyze advanced communication techniques to produce an image that effectively conveys a message. [3.6.10.b.2.]
- Apply basic computer operations and concepts. [3.7.10.b.]
- Identify solutions to basic hardware and software problems. [3.7.10.c.1.]
- Utilize computer software to solve specific problems. [3.7.10.d.]
- Apply advanced graphic manipulation and desktop publishing techniques. [3.7.10.d.2.]
- Apply basic and advanced multimedia applications. [3.7.10.d.3.]
- Describe and demonstrate how two or more software applications can be used to produce an output. [3.7.10.d.5.]
- Select and apply software designed to meet specific needs. [3.7.10.d.6.]
- Apply basic computer communications systems. [3.7.10.e.]
- Explain and demonstrate file transfer within and outside of a computer network. [3.7.10.e.4.]

Instructional Strategies:

Assessments:

Lecture
Performance task
Hands-on activity

- Projects
- Teacher Observation

Course Title: Multimedia

Topic/Concept: Flash

Time Allotment: 3 Weeks

Unit Sequence: 4

Major Concepts to be learned:

1. Timeline and StageTool Usage
2. Creating and using Scenes
3. Symbol creation

Expected Skills to be demonstrated:

1. Use tools in Flash to create animations
2. Navigate Flash software environment
3. Create graphic and movie symbols
4. Create and use scenes to layer multiple animations

PA Standards/Anchors:

Eligible Content:

3.6.10B
3.7.10C
3.7.10.D
3.7.10E

- Apply basic computer operations and concepts. [3.7.10.b.]
- Identify solutions to basic hardware and software problems. [3.7.10.c.1.]
- Utilize computer software to solve specific problems. [3.7.10.d.]
- Apply advanced graphic manipulation and desktop publishing techniques. [3.7.10.d.2.]
- Apply basic and advanced multimedia applications. [3.7.10.d.3.]
- Describe and demonstrate how two or more software applications can be used to produce an output. [3.7.10.d.5.]
- Select and apply software designed to meet specific needs. [3.7.10.d.6.]
- Explain and demonstrate file transfer within and outside of a computer network. [3.7.10.e.4.]

Instructional Strategies:

Assessments:

Lecture
Group discussion
Performance task
Hands-on activity

- Projects
- Teacher Observation

Course Title: Multimedia

Topic/Concept: Video

Time Allotment: 3 Weeks

Unit Sequence: 5

Major Concepts to be learned:

1. Pre-Production
2. Production
3. Post-Production
4. Distribution

Expected Skills to be demonstrated:

1. Storyboarding, Technical Planning and equipment setup.
2. Record video using multiple techniques.
3. Transfer video from capture device to computer.
4. Edit video.
5. Save the final video to multiple locations and media.

PA Standards/Anchors:

Eligible Content:

3.6.10.B
3.7.10.C
3.7.10.D
3.7.10.E

- Apply knowledge of information technologies of encoding, transmitting, receiving, storing, retrieving, and decoding. [3.6.10.b.]
- Apply and analyze advanced communication techniques to produce an image that effectively conveys a message. [3.6.10.b.2.]
- Apply basic computer operations and concepts. [3.7.10.b.]
- Identify solutions to basic hardware and software problems. [3.7.10.c.1.]
- Utilize computer software to solve specific problems. [3.7.10.d.]
- Apply basic and advanced multimedia applications. [3.7.10.d.3.]
- Describe and demonstrate how two or more software applications can be used to produce an output.select and apply software designed to meet specific needs. [3.7.10.d.6.]
- Apply basic computer communications systems. [3.7.10.e.]
- Explain and demonstrate file transfer within and outside of a computer network. [3.7.10.e.4.]

Instructional Strategies:

Assessments:

Cooperative groups
Lecture
Performance task
Hands-on activity

Problem solving activities
Group discussion
Student Journals

- Projects
- Teacher Observation

Course Title: Multimedia

Topic/Concept: Audio

Time Allotment: 1 Week

Unit Sequence: 6

Major Concepts to be learned:

1. Pre-Production
2. Production
3. Post-Production
4. Distribution

Expected Skills to be demonstrated:

1. Storyboarding, Technical planning and setup.
2. Record audio clips with microphone, computer and various software applications.
3. Edit the audio.
4. Save the final audio to multiple locations and media.

PA Standards/Anchors:

Eligible Content:

3.6.10.B
3.7.10.D
3.7.10.C
3.7.10.E

- Apply knowledge of information technologies of encoding, transmitting, receiving, storing, retrieving, and decoding. [3.6.10.b.]
- Apply basic computer operations and concepts. [3.7.10.b.]
- Identify solutions to basic hardware and software problems. [3.7.10.c.1.]
- Utilize computer software to solve specific problems. [3.7.10.d.]
- Apply basic and advanced multimedia applications. [3.7.10.d.3.]
- Describe and demonstrate how two or more software applications can be used to produce an output. [3.7.10.d.5.]
- Select and apply software designed to meet specific needs. [3.7.10.d.6.]
- Apply basic computer communications systems. [3.7.10.e.]
- Explain and demonstrate file transfer within and outside of a computer network. [3.7.10.e.4.]

Instructional Strategies:

Assessments:

Cooperative groups
Group discussion
Hands-on activity

Lecture
Performance task

- Projects
- Teacher Observation

Course Title: Multimedia

Topic/Concept: Publisher/InDesign

Time Allotment: 1 Week

Unit Sequence: 7

Major Concepts to be learned:

1. Templates
2. Design Concepts
3. Printer Setup
4. Multimedia output

Expected Skills to be demonstrated:

1. Create a multitude of products using templates
2. Design products using publishing tools
3. Create output for variety of multimedia uses

PA Standards/Anchors:

Eligible Content:

3.6.10.B 3.7.10.D 3.7.10.C 3.7.10.E	<ul style="list-style-type: none">• Apply knowledge of information technologies of encoding, transmitting, receiving, storing, retrieving, and decoding. [3.6.10.b.]• Apply basic computer operations and concepts. [3.7.10.b.]• Identify solutions to basic hardware and software problems. [3.7.10.c.1.]• Utilize computer software to solve specific problems. [3.7.10.d.]• Apply basic and advanced multimedia applications. [3.7.10.d.3.]• Describe and demonstrate how two or more software applications can be used to produce an output. [3.7.10.d.5.]• Select and apply software designed to meet specific needs. [3.7.10.d.6.]• Apply basic computer communications systems. [3.7.10.e.]• Explain and demonstrate file transfer within and outside of a computer network. [3.7.10.e.4.]
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Instructional Strategies:

Assessments:

Cooperative groups Group discussion Research Role Play	Problem solving activities Performance task Hands-on activity	<ul style="list-style-type: none">• Projects• Teacher Observation
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Course Title: Multimedia

Topic/Concept: Mathematical Problem Solving

Time Allotment: Ongoing weekly

Unit Sequence: 8

Major Concepts to be learned:

1. Open-Ended Problem Solving

Expected Skills to be demonstrated:

1. Solve open-ended questions based on the Pennsylvania Academic Standards Anchors

PA Standards/Anchors:

Eligible Content:

2.2.11
2.3.11
2.4.11
2.5.11
2.6.11
2.7.11
2.8.11
2.9.11

- Computation and Estimation
- Measurement and Estimation
- Mathematical Reasoning and Connections
- Mathematical Problem Solving and Communication
- Statistics and Data Analysis
- Probability and Predictions
- Algebra and Functions
- Geometry

Instructional Strategies:

Assessments:

Problem solving activities
Lecture
Performance task

- Quizzes
- Tests
- Teacher Observation