



STEAM Scope & Sequence

Digital Media

Class Term: Quarter

Quarter 1

Studio practice /Areas of Study

Drawing, photography, video, art, audio art, animation, computer graphics, commercial arts, Elements & Principles of art and design, blockchain coding, stop motion animation, videogame design, social media streaming, History of traditional media to digital format, art as profession and mode of expression in digital age,

Assessments

Projects/ portfolios, essays, visual and textual reflective journals, self assessments, presentations, unit quizzes