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| **COURSE INTRODUCTION:**  **Course Rationale:** This course addresses the technological skills required of students to create effective electronic presentations for the companies employing them. The demand for multimedia knowledge and ability to apply it will continue to expand as businesses utilize multimedia functions including graphics, audio, video, web pages, and electronic presentations.  **Course Description:** Students will work with multimedia software to develop electronic presentations. They will learn how to manipulate text, art and graphics, photography, animation, audio, and video for presentations in various media formats. | | | | | | | | | |
| **UNIT DESCRIPTION:**  Manage and edit images using image editing and illustrative software. | | | **SUGGESTED UNIT TIMELINE:**  **CLASS PERIOD (min.): Fifteen 50 min. class periods** | | | | | |
| **ESSENTIAL QUESTIONS:**   1. **How does image manipulation play a role in media and entertainment?** 2. **How does business and industry rely on the use of illustrative software?** | | | | | | | | |
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| **ESSENTIAL MEASURABLE LEARNING OBJECTIVES** | | **CCSS LEARNING GOALS (Anchor Standards/Clusters)** | | **CROSSWALK TO STANDARDS** | | | | |
| **GLEs/CLEs** | **PS** | **CCSS** | **NBEA** | **DOK** |
| 1. Acquire and import images from a variety of sources (e.g., scanners, cameras, phones) | |  | |  |  |  | IT.VIII.1.1 IT.IV.1.1 | **2** |
| 1. Apply appropriate resolution settings for intended use of image | |  | |  |  |  | IT.V.3.5 | **3** |
| 1. Apply appropriate image mode for intended application (e.g., convert RGB, CMYK, grayscale) | |  | |  |  |  | IT.V.3.5 | **3** |
| 1. Compose images using layers and selections | |  | |  |  |  | IT.V.3.5 | **3** |
| 1. Edit images (e.g., color, filter, tint, contrast, brightness) | |  | |  |  |  | IT.V.3.5 | **2** |
| 1. Manipulate images (e.g., mask, resize, crop, scale, group/ungroup, zoom, pan) | |  | |  |  | G-CO.4 | IT.V.3.5 | **3** |
| 1. Create original artwork using illustrative software | |  | |  |  |  | IT.VI.1-2.2 | **4** |
| **ASSESSMENT DESCRIPTIONS\*: (Write a brief overview here. Identify Formative/Summative. Actual assessments will be accessed by a link to PDF file or Word doc. )**  **Students will scan and combine photos. Before\_and\_after.pdf**  **\*Attach Unit Summative Assessment, including Scoring Guides/Scoring Keys/Alignment Codes and DOK Levels for all items. Label each assessment according to the unit descriptions above ( i.e., Grade Level/Course Title/Course Code, Unit #.)** | | | | | | | | |
| **Obj. #** | **INSTRUCTIONAL STRATEGIES (research-based): (Teacher Methods)** | | | | | | | |
| 1, 4, 6 | 1. Teacher will demonstrate beginning process by opening the first piece and guiding students through the process of creating a layer and begin putting pieces together. | | | | | | | |
| 2, 5 | 1. Teacher will demonstrate and guide students through process of photo manipulation. | | | | | | | |
| 7 | 1. Teacher will demonstrate use of various tools used in illustration software. | | | | | | | |
| **Obj. #** | **INSTRUCTIONAL ACTIVITIES: (What Students Do)** | | | | | | | |
| 1, 4, 6 | 1. Students will download and repair a photo that has been torn into pieces using photo editing software. (See *Fix Photo and Fix Photo 1 instructions, Before and After*) | | | | | | | |
| 2, 5 | 1. Students will manipulate photos and apply resolution settings to create a digital scrapbook page using images from various sources. (See *Creating Scrapbook pages* and the scoring guide that goes along with it) | | | | | | | |
| 7 | 1. Students will use the tools in illustrative software to draw a building using a photo as an example. (See *Draw House* and *House Sample*) | | | | | | | |
| **UNIT RESOURCES: (include internet addresses for linking)**  **Web site for file types:** [**http://www.scantips.com/basics09.html**](http://www.scantips.com/basics09.html)  **Resources@MCCE - TE DVD ROM 3, Digital Photography: Crafting Images:** Media West Home Video, LAKE GROVE, OR, MEDIA WEST HOME VIDEO, 2003. Learn the fundamentals of digital photography. Teaches the fundamentals of making, not taking, digital images. 97 minutes. Resources@MCCe - BE CD ROM 8, Dreamweaver MX Training Course Vol 1: MacAcademy/WindowsAcademy, ORMOND BEACH, FL, MACACADEMY/WINDOWSACADEMY, 2003. Dreamweaver MX Training Course Vol 1: Introduction, Dreamweaver Interface, Setting Up, Content, Text Formatting, Document Properties, Save For Web, File Formats, Inserting Images, Image Properties, Image Links, Creating Image Maps.Resources@MCCE - BE CD ROM 9, Dreamweaver MX Training Course Vol 2: MacAcademy/WindowsAcademy, ORMOND BEACH, FL, MACACADEMY/WINDOWSACADEMY, 2003. Dreamweaver MX Training Course Vol 2: Understanding Links, Site Links, Working With Anchors, email Links, Hyperlinks, Using Libraries, Tracing Images, Understanding Layers, Navigation Bars, The Layers Panel, Understanding Behaviors, Creating Rollovers.Resources@MCCE - BE DVD ROM 10, HTML Basics: Films for the Humanities & Sciences, PRINCETON, NJ, FILMS FOR THE HUMANITIES & SCIENCES, 2004. A powerful learning tool in both the classroom and the computer lab, this outstanding DVD ROM introduces the subject of HTML hand-coding. In addition, exciting employment opportunities in the digital media industry are discussed. Twelve interactive, self-paced HTML lessons cover the creation and manipulation of text, color, images, links, tables, and frames. Section summaries, practice exercises, and tests are also included, as are personality assessment questions and an animated slideshow illustrating career paths in the digital media industry. Can be used with both Windows and Macintosh. A computer with a DVD ROM drive is required to access all of the disc's video and interactive content. However, the video content can also be viewed on a DVD player. | | | | | | | | |