



Scope & Sequence

Course Name: Digital Media PEIMS Code: 13027800		Course Credit: 1.0 Course Requirements: Grade Placement: 9 – 12. Prerequisites: None.
Course Description: In Digital Media, students will analyze and assess current and emerging technologies, while designing and creating multimedia projects that address customer needs and resolve a problem. Students will implement personal and interpersonal skills to prepare for a rapidly evolving workplace environment. The knowledge and skills acquired and practiced will enable students to successfully perform and interact in a technology-driven society. Students will enhance reading, writing, computing, communication, and critical thinking and apply them to the IT environment.		
NOTE: This is a suggested scope and sequence for the course content. This content will work with any textbook or instructional materials. If locally adapted, make sure all TEKS are covered.		
Total Number of Periods Total Number of Minutes Total Number of Hours	175 Periods 7920 Minutes 132 Hours*	*Schedule calculations based on 175/180 calendar days. For 0.5 credit courses, schedule is calculated out of 88/90 days. Scope and sequence allows additional time for guest speakers, student presentations, field trips, remediation, extended learning activities, etc.
Unit Number, Title, and Brief Description	# of Class Periods* (assumes 45-minute periods) Total minutes per unit	130.307. (c) Knowledge and Skills TEKS Covered



Information
Technology

--	--	--



<p>Unit 2: Technology Skills in the 21st Century</p> <p>Students will engage in opportunities to develop skills in electronic communication and research into 21st Century technologies. Students will participate in group activities the enhance internet browsing skills, searching skills and utilization of web resources. Students will discuss and demonstrate knowledge of digital media and applications of digital media in utilization of appropriate software.</p>	<p>10 periods 450 minutes</p>	<p>(3) The student uses emerging technologies to exchange and gather information and resources. The student is expected to:</p> <ul style="list-style-type: none">(A) collaborate using various electronic technologies such as email, blogs, chat rooms, discussion threads, social media, podcasting, and wikis;(B) demonstrate appropriate search strategies for finding resources or assets on the Internet;(C) discuss recent digital media technologies; and(D) evaluate and select appropriate software for the development of projects.
<p>Unit 3: Copyright Ethics and Legal issues in Digital Media</p> <p>Student will engage in opportunities to develop skills in ethical procedures in</p>	<p>5 periods 225 minutes</p>	<p>(4) The student complies with standard practices and behaviors that meet legal and ethical responsibilities. The student is expected to:</p> <ul style="list-style-type: none">(A) explain and demonstrate ethical use of technology and online resources;



<p>digital media. Students will participate in group activities to enhance intellectual property law, copyright, trademarks, patents and violation of these laws.</p>		
<p>Unit 4: Principles and Elements of Design</p> <p>Students will engage in opportunities to develop concepts in the principles and elements of design. Students will participate in skilled and technical hands-on activities that will enhance the</p>	<p>10 periods 450 minutes</p>	<p>(5) The student analyzes and applies design and layout principles in digital media. The student is expected to:</p> <p>(A) compare and contrast printed and digital communications products that demonstrate appropriate and inappropriate use of design and layout principles;</p> <p>(B) identify and apply perspective such as</p>

backgrounds, light, shades, shadows, and scale to capture a focal point and create depth;

(C) identify and apply principles of proportion, balance, variety, emphasis, harmony, symmetry,



<p>understanding and knowledge of eight principles of design and the eight elements of design. Students will synthesize and demonstrate knowledge of principles and elements of design by utilizing hands-on skills in application of these concepts.</p>		
<p>Unit 5: Fundamentals of Digital Imaging</p> <p>Students will engage in opportunities to develop concepts in digital imaging. Students will participate in skilled and technical hands-on activities that will enhance the understanding and knowledge of graphic files, saving conventions and outputs. Students will synthesize and demonstrate knowledge by saving and opening varying file types with the correct software application.</p>	<p>10 periods 450 minutes</p>	<p>(6) The student designs and creates digital graphics. The student is expected to:</p> <ul style="list-style-type: none"> (A) compare and contrast the characteristics of raster-based bitmap graphics and vector-based graphics; (B) create and modify digital graphics using appropriate vector-based and raster-based software following standard design principles; (C) export and set graphics to be used in both print and digital formats; (D) demonstrate knowledge of graphic resolution, file size, file formats, and file management;



<p>Unit 6: Software Technical Skills – Digital Photography</p> <p>Students will engage in opportunities to develop software skills in digital photography. Students will participate in skilled and technical activities that will enhance the use of digital photography while focusing on hands-on projects to develop introductory photography. Students will synthesize and demonstrate knowledge by utilizing hands-on skills to use digital cameras, digital lighting and introductory photo editing features.</p>	<p>25 periods 1125 minutes</p>	<p>(7) The student demonstrates appropriate use of digital photography equipment and techniques. The student is expected to:</p> <ul style="list-style-type: none">(A) demonstrate proper use of safety procedures while using digital photography equipment;(B) capture still shot images using digital photography equipment incorporating various photo composition techniques such as lighting, perspective, candid versus posed, rule of thirds, and level of horizon;(C) transfer still shot images from equipment to the computer; and(D) demonstrate photographic enhancement techniques such as feathering, layering, masking, and color enhancement using appropriate photo editing software.



<p>Students will engage in opportunities to develop software skills in digital video. Students will participate in skilled and technical activities that will enhance the use of digital video while focusing on hands-on projects to develop introductory video editing skills. Students will synthesize and demonstrate knowledge by utilizing hands-on skills to use digital video equipment, digital lighting and introductory video editing features. Students will create a digital video.</p>		
<p>Unit 8: Software Technical Skills – Digital Audio</p> <p>Students will engage in opportunities to</p>	<p>20 periods 900 minutes</p>	<p>(9) The student demonstrates appropriate use of audio equipment and techniques. The student is expected to:</p> <ul style="list-style-type: none"> (A) demonstrate proper use of safety procedures while using digital audio equipment; (B) demonstrate proper use of terminology and concepts in relation to audio technology; (C) demonstrate proper use of digital audio equipment to capture audio files;



<p>develop software skills in digital audio. Students will participate in skilled and technical activities that will enhance the use of digital audio while focusing on hands-on projects to develop introductory audio editing skills. Students will synthesize and demonstrate knowledge by utilizing hands-on skills to use digital audio equipment, digital microphones and introductory audio editing features. Students will create a digital audio clip.</p>		
<p>Unit 9: Software Technical Skills – Digital Animation</p> <p>Students will engage in opportunities to develop software skills in digital animation. Students will participate in skilled and technical activities that will enhance the use of digital animation while focusing on hands-on projects to develop introductory animation editing skills. Students will</p>	<p>25 periods 1125 minutes</p>	<p>(10) The student demonstrates appropriate use of animation. The student is expected to:</p> <ul style="list-style-type: none"> (A) plan and create a linear and non-linear animation using accepted standards such as design principles, frames and key frames, integration of audio into an animation, and user interactive controls; (B) deploy animation to be used in various digital formats and on various video animation players; and



<p>synthesize and demonstrate knowledge by utilizing hands-on skills to edit and create a 2D and 3D animation.</p>		
<p>Unit 10: Software Technical Skills – Project Management</p> <p>Students will engage in opportunities to develop software skills in project management. Students will participate in skilled and technical activities that will enhance their skill in project management. Students will synthesize and demonstrate knowledge by utilizing hands-on skills to edit and create storyboards and plans for a final digital media project.</p>	<p>15 periods 675 minutes</p>	<p>(11) The student demonstrates appropriate project management in the creation of digital media projects. The student is expected to:</p> <ul style="list-style-type: none"> (A) initiate a project, including identifying the purpose, audience, and audience needs for design plans; (B) develop a plan for a media project such as a storyboard and stage development and identify equipment and resources; (C) execute and monitor and control a project along its timeline and make suggested revisions until completion of the project; and (D) close a project, including identifying lessons learned.
<p>Unit 11: Software Technical Skills – Digital Media in Web Design</p> <p>Students will engage in opportunities to develop software skills in web design. Students will participate in skilled and technical activities that will enhance their</p>	<p>20 periods 900 minutes</p>	<p>(12) The student deploys digital media into print, web-based, and video products. The student is expected to:</p> <ul style="list-style-type: none"> (A) incorporate video, audio, text, graphics, and animations into a web page; (B) incorporate various digital media products into an electronic document such as a newsletter, social media outlet, poster, or report; and (C) incorporate various digital media products into an interactive product such as an animation, computer program, simulation, interactive website, or application.



**Information
Technology**

skill in web design. Students will synthesize and demonstrate knowledge by utilizing hands-on skills to edit and create a web page that includes multiple digital media types.		
--	--	--