

Technology

Digital Media 8 elective

2011

Nature of Technology	Technology and Society Interaction	Technology for Productivity Applications	Technology and Communications Applications
<p>Definition: Students learn that technology is exponential, driven by history, design, and commercialization shaped by need, creative/inventive thinking, economic factors and cultural influences.</p>	<p>Definition: Students recognize and understand the impact technology has on society and history. Students engage in ethical use of technology</p>	<p>Definition: Students learn the operation of technology through the use of technology and productivity tools.</p>	<p>Definition: Students use an array of technologies and apply design concepts to communicate with multiple audiences, acquire and disseminate information and enhance learning.</p>
<p>Indicators: 1. Analyze information to determine its value as a product (print, on-screen, audio, video, etc.)</p>	<p>Indicators: 2. Articulate and follow intellectual property rights to demonstrate appropriate, ethical, and legal use of copyrighted material 3. Analyze how media has changed throughout history 4. Understand the role of various media outlets and their influence on society 5. Analyze how specific media products affect audiences</p>	<p>Indicators: 6. Demonstrate an understanding of hardware and software necessary for media products 7. Select appropriate multimedia resources 8. Use appropriate tools to produce creative works for public distribution</p>	<p>Indicators: 9. Develop, publish, and present information using an effective and appropriate medium (slideshow, video production, podcast, poster, flyer, program, etc.) 10. Communicate information that is appropriate for a specific audience</p>

Technology and Information Literacy	Design	Designed World
<p>Definition: Students engage information literacy strategies, use the Internet technology tools and resources, and apply information management skills to answer questions and expand knowledge.</p>	<p>Definition: Students apply problem-solving strategies demonstrating the nature of design, the role of engineering, and the role of assessment.</p>	<p>Definition: Students understand their role in the designed world.</p>
<p>Indicators: 11. Conduct research by following an appropriate research model to develop a message for media products 12. Accept and constructively apply feedback</p>	<p>Indicators: 14. Design aesthetic components of a media product to support the content (rule of thirds, color, special effects, on-screen graphics, transitions, lighting, audio quality, etc.) 15. Evaluate the effectiveness of design components in supporting the content of a media product</p>	<p>Indicators: 16. Demonstrate an understanding of the impact media products have on their audience</p>