

Curriculum Outline



Campbell High School

Character – Courage – Respect – Responsibility

Course & Level: Digital Publishing & Graphic Design

Department: Computer Education/ ICT

Teacher: Shawn McDonough

Grade level: 9-12

Description of Course:

In this course, students will learn how to use computers to manipulate images and text to create a desired effect in multiple applications. Images and text will be manipulated using the latest computer software. Students will gain a deeper understanding of desktop publishing and page layout. Ultimately, students will create demonstrative products such as calendars and mouse pads using digital publishing technology. In addition to computers, students will learn how to use a digital camera a scanner and how they are applied to desktop publishing and page layout.

One Semester

School – Wide Expectations:

Academic:

1. Read, write and speak effectively
2. Exhibit critical thinking and problem solving skills
3. Use resources to obtain information and facilitate learning


Civic/Social

1. Exhibit personal responsibility
2. Work cooperatively in an atmosphere of mutual respect

The school-wide expectations are incorporated into all courses at Campbell High School. Underlined words in the following text illustrate this alignment between the school-wide expectations and the course


Core Competencies and alignment with National Standards:

All about DP

-  Students will demonstrate an understanding of the history, application and terminology of desktop publishing and will describe and analyze courses and careers pertaining to Digital Publishing.


ICT 3: Students will apply digital tools to gather, evaluate, and use information.

Text & Graphics

-  Students will manipulate graphics, merge text into various publications using a multitude of In Design palettes and control a publications appearance using the In Design menu system.

ICT 4: Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.

Demonstrative Projects

-  Students will create demonstrative projects that will support their understanding of desktop publishing techniques that include publications with creative character and paragraph styles.

ICT 1 Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.

Suggested Texts and Media (Software, A/V, etc.):

1. The course is driven by a PowerPoint syllabus found on the Student Share Drive within the Campbell network infrastructure.

Suggested Instructional Strategies:

1. Presentation – Each Computer education class students will be shown techniques and theories using the appropriate software application and the instruction process will be enhanced through the use of the Smart Board and the LCD.

2. Hands On – Once students see the theory or techniques they will be given time in class to experiment with these theories and techniques to acquire the skill set associated with the lesson.

3. Checking for Understanding – As students take time to learn the theory and techniques the teacher will check in with students to make sure the learning process has been successful.

4. Group Work – For each software application, students are given both individual and group activities to complete. The group activities allow students to help each other and problem-solve to reach a common goal.

Suggested Assessment Strategies:

- 1. Hands-On Application Assessments** – Students must show ability to use the theories and techniques that have been covered in the course. Application assessments are based on real life scenarios using the techniques and theories presented in the course.
- 2. Menu and Terminology Assessments** – Students will use a pictorial and narrative summary to demonstrate an understanding of concepts, terminology and software tools that have been presented to the class.
- 3. Demonstrate Understanding** – At times students will be asked to demonstrate their knowledge of theories and techniques through the use of the Smart Board technology located within the classroom.

Addendums:

- 1. Digital Publishing & Graphic Design Expectations and Syllabus** – At the beginning of the course students are given the Expectations and Syllabus for the course. Students access this document via the Student Share Folder and are asked to sign a document to acknowledging they have received this information.
- 2. Power Point Course Syllabus** – As class begins students are given the answer to the question “What will I learn today?” via a Power Point presentation. Detailed information about the class is located within the Power Point and rubrics for projects are located on the Student Share Folder.