COURSE INTRODUCTION
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. 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.

UNIT DESCRIPTION	SUGGESTED UNIT TIMELINE
Introduce multimedia foundational concepts essential for the creation multimedia productions.	5 days
	CLASS PERIOD
	Delivered throughout entire course – 50 min.

ESSENTIAL QUESTIONS
1. What effect does typography on multimedia applications?
2. Why is safety/security important with the use of technology?
3. Why is organization and planning important in designing multimedia productions?

ESSENTIAL MEASURABLE LEARNING OBJECTIVES	NBEA STANDARD	DOK
1. Develop vocabulary related to multimedia	IT.V.2.2 M.I.A.2.1 COMM.I.C.3.6	1
2. Investigate the key principles in internet safety, security, and privacy	IT.XVI.1-2.4 IT.XVI.1-2.2	3
3. Utilize hardware to manipulate various types of media (e.g., cameras, microphones, graphic tablets)	IT.II.1.1	2
4. Determine appropriate software application for task	IT.V.1.1 IT.V.4.4 IT.VI.1-2.1	3
5. Use organizational skills to plan multimedia products (e.g., storyboarding, outlining, scripting, task delegation)	COMM.I.B.2.8 COMM.I.B.4.5	1
6. Apply design principles used in multimedia productions	COMM.IV.3.8	4
7. Create text using typography principles	IT.V.3.5	2
8. Evaluate and determine hardware and software required for multimedia use	IT.II.1.1 IT.II.1.4 IT.II.1.6 IT.V.3.6	4

ASSESSMENT DESCRIPTIONS	
Assessed through various other projects	
OBJ. #	**INSTRUCTIONAL STRATEGIES**
1, 4	1. Teacher will show examples of vocabulary squares using various software applications.
5	2. Teacher will demonstrate how to use the storyboard form and discuss the importance of planning and organizing in the creation process.
8	3. Teacher will provide the students with a list of software to be used in a multimedia project.
OBJ. #	**INSTRUCTIONAL ACTIVITIES**
1, 4	1. Students will create a vocabulary square for vocabulary related to multimedia. See *Vocabulary Requirements* pdf.
5	*2.* Students will utilize a storyboard form to organize and create a music video. See *Story Board pdf.*
8	3. Student will be given a list of software and they must research the specs required and determine the hardware requirements needed to run the software.
UNIT RESOURCES	
Internet and Copyright and Legal Issues.docx	