

**DESE Model Curriculum: Multimedia** (CIP Code: 11.010)  
 GRADE LEVEL/UNIT TITLE: 11-12/Develop Workplace Readiness Skills

<b>COURSE INTRODUCTION</b>		
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.		
<b>UNIT DESCRIPTION</b>	<b>SUGGESTED UNIT TIMELINE</b>	
Develop workplace readiness skills.	Integrated throughout course	
	<b>CLASS PERIOD (min.)</b>	
	50	
<b>ESSENTIAL QUESTIONS</b>		
1. Why are soft skills important in preparing for the workforce?		
2. What role do ethics play in the workplace?		
<b>ESSENTIAL MEASURABLE LEARNING OBJECTIVES</b>	<b>NBEA STANDARD</b>	<b>DOK</b>
1. Compare copyright and patent laws for multi media between educational and workplace settings (e.g., video, text, sound, pictures)	IT.XV.1.1 IT.XV.1.2 IT.XV.1.3 IT.XV.1.4 IT.XV.3.3	3
2. Demonstrate ethical behavior when designing multimedia applications	IT.XV.2.1 IT.XV.2.2 M.V.A.3.5 M.V.A.4.4	1
3. Identify career/self-employment opportunities in multimedia production	IT.XVIII.1-2.3 CD.I.A.3.6	1
4. Exhibit leadership skills through a student organization (e.g., FBLA, PBL)	COMM.I.B.3.2 COMM.I.B.3.3 COMM.II.A.3.13 COMM.III.C.2.2 COMM.III.C.3.3 COMM.III.C.3.7	3
5. Interact with industry professionals (e.g., guest speakers, field trips, job shadowing)	IT.XVIII.3-4.4	3
6. Use help tools (e.g., technical manual, on-line help, technical support)	IT.V.2.2	1

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7. Demonstrate mastery through work samples		CD.V.B.3.3	4
<b>ASSESSMENT DESCRIPTIONS</b>			
n/a			
<b>OBJ. #</b>	<b>INSTRUCTIONAL STRATEGIES</b>		
1, 6	1. Teacher will discuss copyright laws using a class discussion, handout and electronic presentation.		
3, 5	2. Have students search for careers in the multimedia industry and seek out professionals in the field.		
<b>OBJ. #</b>	<b>INSTRUCTIONAL ACTIVITIES</b>		
1, 6	1. Students will answer questions about copyright by exploring the website listed below. (See Internet and Copyright Legal Issues) <a href="http://www.cyberbee.com/cb_copyright.swf">http://www.cyberbee.com/cb_copyright.swf</a>		
3, 5	2. Students use the website: jobsearchassignment.doc to seek out information on multimedia careers.		
<b>UNIT RESOURCES</b>			
<a href="http://www.cyberbee.com/cb_copyright.swf">http://www.cyberbee.com/cb_copyright.swf</a>			