

Computer Tech I		
Standards	Fall Semester	
GenYes	Topics Covered	Number of Days
	Classroom rules, procedures, and expectations (syllabus handout)	3
1.4	What is a technology leader? - Choose staff members to interview and fill out technology use survey	2
1.5	Planning, outlining, and creating a new project from scratch - create a poster using poster creation site	4
2.1	Internet search tools: search engines, book marks, google advanced search parameters, and royalty free image search	3
2.2	Copyright and citations: learn the importance of ethically using intellectual property. learn about resources to properly cite content and the location of many "free to use" materials.	2
2.3	Information literacy: learn to analyze different information sources for accuracy	2
2.4	Cyber safety: Understand how to avoid email scams, malware, and other computer security risks. Identify and respond appropriately to fraudulent emails. Define oversharing and ways to avoid sharing negative or harmfully revealing information online Identify ways of making themselves less vulnerable to online predators	3
3.1	Introduction to presentation software Understand the full scope of the multimedia presentation development process Develop a storyboard outlining the content and sequencing of a multimedia slideshow Understand some of the important basic principles of slide layout and design Apply layout and design principles in the creation of a multimedia presentation Understand basic techniques of effective presentation delivery	4
3.2	Introduction to word processing software Use the basic word processing tools and features Create a word processed document	3
3.3	Introduction to spreadsheets Learn why spreadsheets are good for organizing data in ways that make it easy to understand Be able to use formulas to organize and compute a large amount of data	3
1.4, 1.5, 2.1, 2.2, 2.3, 2.4, 3.1, 3.2, 3.3	End of 6 Weeks Assessment	1
3.4	Google drive and apps Understand the purpose and use of Google Drive and other Google apps Understand how to collaborate, share, upload, and manage files using Google Drive	4
4.1	Introduction to computer graphics Be able to distinguish between the major graphic file types Be familiar with different graphic arts applications	4
4.2	Digital photography: Learn how to capture captivating photographs Use image-editing software to manipulate photographs	2
4.3	Graphic design Learn about graphic design concepts Apply graphic design concepts to images Create basic vector images	4
4.4	Digital illustration Learn about digital illustration concepts Turn a sketch into a finished digital illustration	4
5.1	Digital video Learn filmmaking design processes and terminology Use a video camera to record live action images Download digital video from a camera to a computer Edit & produce their videos	5

5.2	Digital audio Capture real-world sound using digital audio recording. Edit digital sound and incorporate it into multimedia projects. Produce and share an audio podcast.	4
3.4, 4.1, 4.2, 4.3, 4.4, 5.1, 5.2	End of 6 Weeks Assessment	1
5.3	Animation Become exposed to the process of animation Learn how animation can be used in TAPs Publish animations in various formats	5
6.1	Web design Understand the elements of a good and bad web design	2
6.2	Web construction with cloud-based apps Use cloud-based tools to create a website	3
6.3	Introduction to using HTML Understand the basic principles of HTML	3
6.4	Advanced web development skills Know how to make a web page ADA-compliant Know how to embed media on their websites Understand how to use forms and databases	3
7.1	Games for learning Understand how digital games can be created to support their teachers Know where to look to create both simple and complex educational gaming tools.	2
7.2	Creating text-based games Use software to create text-based games Curate text-based games for their teachers Learn computer science fundamentals	1
	Introduction to coding - Code.org: 1 hour of code	2
1.4, 1.5, 2.1, 2.2, 2.3, 2.4, 3.1, 3.2, 3.3, 3.4, 4.1, 4.2, 4.3, 4.4, 5.1, 5.2, 5.3, 6.1, 6.2, 6.3, 6.4, 7.1, 7.2	End of Semester Assessment	1