



Applied Design, Skills & Technologies 8: Digital Literacy Argyle Secondary Course Outline

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Students will be introduced to a sampling of computer software to see what can be achieved during fun projects by learning universal skills. Students will complete many projects that will teach them a variety of skills and techniques that are not only required for this course but can be used across many curricular disciplines (eg: Art, Math, Science, and of course Digital Media.)

Big Ideas

1. Design can be responsive to identified needs
2. Complex tasks require the acquisition of additional skills
3. Complex tasks may require multiple tools and technologies.

Curricular Competencies

1. Applied Design

Understanding

Defining

Ideating

Prototyping

2. Applied Skills

Use safe work practices

Identify skills needed for project completion

Evaluation of skills

3. Applied Technologies

Testing

Making

Sharing

Identify/learn appropriate technologies to complete tasks

Evaluate tools/technologies present in everyday lives

Identify the impact of technology use on society

Identify how technology use can differ depending on culture, economics, access to resources

Students are expected to know the following:

elements of digital citizenship

ethical and legal implications of **current and future technologies**

strategies for curating personal digital content, including management, personalization, organization, and maintenance of digital content; e-mail management; and workflow

search techniques, how search results are selected and ranked, and **criteria** for evaluating search results

strategies to engage with **personal learning networks**

digital and non-digital media technologies, their distinguishing characteristics, and their uses, including layout and design, graphics and images, and for using images, sounds, and text to represent

characterizations and points of view of people, including themselves, as well as settings and ideas

story principles and **genre conventions**



media technologies and **techniques** to shape space, time, movement, and lighting within images, sounds, and text for specific purposes

processes for manipulating and testing digital media data

issues in ethical media practices, including cultural appropriation, moral copyright, reproduction, and privacy

elements of media arts used to communicate meaning

influences of digital media, including on communication and self-expression

social, cultural, and economic impact of mobile devices

systems for information transfer and communication, including videos, blogs, podcasts, and social media

keyboard techniques

Content can include:

1. Presentation Software
2. Productivity Software
3. Graphic Design
4. Animation
5. Ethical and legal digital practices

Evaluation

The work of students will be evaluated in a variety of ways:

Formative assessment will be used to monitor student learning in order to modify teaching and learning strategies with the goal of improving student mastery.

Summative assessment will be used to evaluate skill acquisition, student learning and mastery of specific skill areas in order to summarize student development at a particular time.

Students may be given the opportunity to redo and resubmit assignments that do not meet the required criteria.

Marks will be cumulative. Students will complete a digital portfolio of work throughout the term to showcase their learning and for use in ongoing assessment.

Expectations

Teacher:

I expect students will arrive to class on time with the necessary materials, supplies, etc. for the class.

Students are expected to respect their classmates, teacher, computers and classroom – failure to do so will lead to disciplinary action that may result in expulsion from this course. It is also expected that students will follow the **STUDENT CODE OF CONDUCT** which is outlined in the Student Agenda Book.

Students:

Students can expect to work in a clean, positive, and safe environment – one that is free from racism, sexism, and all other forms of harassment. Students can also expect to be treated in a fair and respectful manner by both teacher and fellow students. If at any time students feel that these expectations are not being met, they are free to approach the teacher to express their concerns.

Communication

The class will be invited to and use MS Teams for their work and assignments, which will be introduced in first class for those unfamiliar.

The easiest way to get in touch with me outside of regularly scheduled class time or through Teams is through email: **Ms. Shannon Skelley** sskelley@sd44.ca



Argyle Secondary

North Vancouver School District

Computer Lab Rules

ONLY Water in the computer lab, with lid, and please keep on the floor

Use cell phone use for good, Games or IM/Video chat or social media is not using digital tools to develop our literacy skills, so practice self regulation- Do not visit inappropriate websites, download programs on the desktops in the lab.

Push in your Chair and put away supplies.