



Course Outcome Summary

Course Information: **Emerging Technology**

Description: In this course, the student will create digital projects using the latest and greatest free software and utilities available on the World Wide Web. Game Design, Coding and Mobile Apps Introduction, Music and Video Editing, Live Streaming, Website Creation, 3D Housing Models and Stop-motion Animation are a few of the projects the students will create in this class. The software and concepts taught in this class will change as new technology emerges so units below may change. (Current: 10/31/17)

Instruction Level: 9-12

Total Credits: 1

Prerequisites: None

Textbooks: No Textbook required

Course Standards:

CTE Common Core Standards

- Students will communicate and collaborate with others to accomplish tasks and develop solutions to problems and opportunities

Wisconsin Common Career Technical Standards

- Develop effective resolutions for a given problem, decision or opportunity using available information
- Develop and implement a resolution for a new situation using personal knowledge and experience
- Demonstrate effective decision making, problem solving and goal setting

Wisconsin Standards for Business and Information Technology

- Prepare media products in order to communicate a specific message
- Adopt new technological tools to increase personal and organizational productivity
- Capture an audio sequence on a digital device
- Apply various techniques in a video editing sequence on a digital device
- Design and produce media-rich presentations
- Select and use the most appropriate tool to solve digital problems
- Discuss and demonstrate use of emerging technologies as appropriate to a given task
- Analyze and design information systems and/or games using appropriate developmental tools
- Prepare images for use in a variety of media
- Capture images using a digital device

Unit

1. **Imagery and Audio Editing and Presentation**
2. **Google Apps and Tools**
3. **Website Design**
4. **3D Housing Design**
5. **Book Creation**
6. **Intro to Game Design**
7. **Intro to Mobile Design**
8. **Video Creation and Editing**

Unit Outlines

1. Imagery and Audio Editing and Presentation

Standards:

- Prepare media products in order to communicate a specific message
- Design and produce media-rich presentations
- Prepare images for use in a variety of media

Essential Question:

Students will be able to answer the following question(s):

- What is the purpose of creating media rich presentation and messages?

Essential Knowledge:

- Students will be able to utilize a presentation tool, quick edit images and edit and mix audio.

2. Google Tools

Standards:

- Adopt new technological tools to increase personal and organizational productivity
- Select and use the most appropriate tool to solve digital problems
- Discuss and demonstrate use of emerging technologies as appropriate to a given task

Essential Question:

Students will be able to answer the question(s):

- How can using specific tools increase my productivity and organization?

Essential Knowledge:

- The students will be able to use and apply the proper use of a variety of Google Apps and Extensions

3. Website Design

Standards:

- Prepare media products in order to communicate a specific message
- Design and produce media-rich presentations

Essential Question:

Students will be able to answer the question(s):

- For what possible uses would I create a website in the future? What aspects of a website capture my interest?

Essential Knowledge:

- The students will be able to create websites that could be used in for a variety of purposes

4. 3D Housing Design

Standards:

- Discuss and demonstrate use of emerging technologies as appropriate to a given task

Essential Question:

Students will be able to answer the question(s):

- Outside of designing a home, how could 3D Housing design be used for the average family?

Essential Knowledge:

- The students will be able to create a 3D House inside and out complete with landscaping, furniture placement and decoration

5. Book Creation

Standards:

- Prepare media products in order to communicate a specific message
- Discuss and demonstrate use of emerging technologies as appropriate to a given task

Essential Question:

Students will be able to answer the question(s):

- How are books still used in this time of digital technology? What type of book would I given the presentation medium necessary?

Essential Knowledge:

- The students will be able to create a children's book and media rich presentation materials.

6. Game Design

Standards:

- Analyze and design information systems and/or games using appropriate developmental tools

- Students will communicate and collaborate with others to accomplish tasks and develop solutions to problems and opportunities

Essential Question:

Students will be able to answer the question(s):

- Using logic sequences, how do I create a game to accomplish my end goal?

Essential Knowledge:

- The students will be able to create a multi-level video game

7. Mobile App Design

Standards:

- Analyze and design information systems and/or games using appropriate developmental tools
- Students will communicate and collaborate with others to accomplish tasks and develop solutions to problems and opportunities

Essential Question:

Students will be able to answer the question(s):

- Using logic sequences, how do I create a mobile to accomplish a given task?

Essential Knowledge:

- The students will be able to create a mobile android app

8. Video Creation and Editing

Standards:

- Apply various techniques in a video editing sequence on a digital device
- Students will communicate and collaborate with others to accomplish tasks and develop solutions to problems and opportunities

Essential Question:

Students will be able to answer the question(s):

- In what ways is video used to express a message not only for entertainment, but in the workplace and in our daily lives?

Essential Knowledge:

- The students will be able to film and edit their video to create a finished product to convey a message for its intended purpose.