Omaha Buffett Magnet

Digital Media (grade) 8

Course Description:
In this one-semester course students will continue their study of digital media and other topics including audio, video, graphics, text and animation tools. Concepts such as storyboards, scripts, media, color and presentation will be learned and used throughout the semester. Students will evaluate and operate media input hardware and A/V capture/edit software, and will demonstrate the ability to assemble audio/visual projects using various types of software and hardware, capturing the projects using various media.

Prerequisites:

Content Standards:
DM01. Demonstrate an understanding for the real world application of digital media and design.
   a. Discuss how digital media is changing the way in which we live.
   b. Discover how digital media is being used by individuals, businesses, and organizations to share information and increase productivity.
   c. Identify careers that require knowledge and skills in digital media.

DM02. Demonstrate responsible and ethical behavior when capturing, creating, or utilizing digital media content.
   a. Recognize laws of copyright associated with digital media content.
   b. Identify various types of copyright infringement related to technology.
   c. Discuss how to go about getting permission to use copyrighted materials.
   d. Develop alternatives to using copyrighted materials when creating digital media.

DM03. Demonstrate the ability to capture, edit, and incorporate graphics and digital video into multimedia projects.
   a. Properly select, save, and access stored images from appropriate folders.
   b. Recognize the composition elements associate with graphics and video.
   c. Use digital cameras to capture authentic images and video from real life.
   d. Analyze images/video to determine if editing is necessary to complete the project.
   e. Insert images into digital content, resizing when necessary, and create links.

DM04. Demonstrate the ability to utilize Macromedia Dreamweaver to create, edit, and manage personal and educational websites.

a. Create and properly labe files and folders to maintain effective website management.
b. Develop basic websites to convey personal and educational inforation.
c. Preplan websites by using storyboarding or concept mapping.
d. Utilize the elements and principles of design to make websites appealing, easy to navigate, and functional.
e. Incorporate a variety of media such as text, graphics, animation, video, and sound to enhance website effectiveness.
f. Provide links to additional pages, resources, and files.
g. Regularly review, edit and update websites to ensure accuracy and usability.

DM05. Demonstrate the ability to utilize Macromedia Fireworks to create, import, and edit a variety of graphical formats for use in digital media projects.
a. Use preplanning to sketch a concept of what your final project will look like.
b. Incorporate the elements and principles of design when developing graphics.
c. Identify the difference between jpg, gif, bmp, and png images.
d. Create modified text such as headings and buttons.
e. Manipulate images for use in digital media projects.