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**RCHS** 

Course:

BIT.DCM.1.G.i.8: Organize digital images in subfolders for future accessibility.

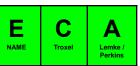
Yearbook

**Grade:** 

9-12

Tier: 1

Approved:



# PLC Question #1: What do we want all students to know and be able to do?

# **Yearbook Skills Priority Standard(s)** • BIT.DCM.1 Students will create publish-quality media for intended audiences or purposes through the use of advanced layout, design, and graphics production software and hardware. Supporting Standard(s) N/A Learning Outcomes Students need to know (Learning Priorities) **DOK Level** • BIT.DCM.1.A: Prepare documents for publishing to web, print, and other digital devices. BIT.DCM.1.A: Prepare documents for publishing to web, print, and other digital devices. • **BIT.DCM.1.E:** Capture, edit, and enhance a video sequence using a video editing application. BIT.DCM.1.F: Capture images, video, and audio using a digital device. BIT.DCM.1.G: Create and edit digital images for use in publications, websites, video, and digital presentations. BIT.DCM.1.H: Demonstrate knowledge of basic design principles and best practices employed in the industry. • BIT.DCM.1.I: Apply digital citizenry guidelines and legal aspects of intellectual property as it relates to digital media. Students will understand (abstract ideas) **DOK Level** • Ex. connections, relationships, frameworks, etc. BIT.DCM.1.A.a.1: Design and create complex, multipart, digital media publications. • BIT.DCM.1.A.a.2: Use technical skills, for printed and digital media, to produce publishable materials. • BIT.DCM.1.A.a.3: Import and export text, data, and graphics between software programs. • BIT.DCM.1.A.a.4: Analyze the impact of digital media on society. BIT.DCM.1.E.a.3: Adjust camera settings based on lighting, action, distance to subject, portrait, or landscape. • BIT.DCM.1.E.a.6: Modify brightness, contrast, color, resolution, and transparency of digital images. • BIT.DCM.1.F.a.1: Explain the function of camera modes and basic camera settings: aperture, shutter speed, and ISO. BIT.DCM.1.F.a.2: Adjust camera settings based on lighting, action, distance to subject, portrait, or landscape. BIT.DCM.1.G.a.1: Modify layer visibility using opacity, blending modes, and masks. BIT.DCM.1.G.a.2: Use basic reconstructing and retouching techniques to manipulate digital graphics. • BIT.DCM.1.G.i.3: Identify image file formats appropriate for a given purpose. BIT.DCM.1.G.a.4: Explain the purpose for multiple image formats. • BIT.DCM.1.G.i.5: Modify brightness, contrast, color, resolution, and transparency of digital images. BIT.DCM.1.G.i.6: Use image editing software to correct and enhance images.

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- **BIT.DCM.1.H.i.2:** Enhance documents by repeating formatting, such as font style, colors, and alignment.
- BIT.DCM.1.H.i.3: Align elements with the graphic as well as with other elements within the document. Repeat alignments, such as left-aligned text and horizontally aligned images.
- BIT.DCM.1.H.i.4: Enhance documents using paragraph and page alignment.
- **BIT.DCM.1.H.i.5:** Apply typography concepts using a variety of fonts appropriately to differentiate text.
- BIT.DCM.1.I.i.1: Follow contemporary copyright and fair use guidelines in the design of created and published media, including Creative Commons.
- **BIT.DCM.1.I.i.2:** Protect personal and private information, permissions, and property by means of legal protections.

#### Students will do (active application)

**DOK Level** 

#### **Document Preparation and Publishing**

- I can prepare documents for publishing to web, print, and other digital devices.
- I can design and create complex, multi-part digital media publications.
- I can use technical skills for printed and digital media to produce publishable materials.
- I can import and export text, data, and graphics between software programs.

## **Digital Media Analysis**

• I can analyze the impact of digital media on society.

#### Video Production and Editing

- I can capture, edit, and enhance a video sequence using a video editing application.
- I can adjust camera settings based on lighting, action, distance to subject, portrait, or landscape.

## **Digital Content Creation**

- I can capture images, video, and audio using a digital device.
- I can explain the function of camera modes and basic camera settings: aperture, shutter speed, and ISO.
- I can adjust camera settings based on lighting, action, distance to subject, portrait, or landscape.

### **Image Editing and Management**

- I can create and edit digital images for use in publications, websites, video, and digital presentations.
- I can modify layer visibility using opacity, blending modes, and masks.
- I can use basic reconstructing and retouching techniques to manipulate digital graphics.
- I can identify image file formats appropriate for a given purpose.
- I can explain the purpose of multiple image formats.
- I can modify brightness, contrast, color, resolution, and transparency of digital images.
- I can use image editing software to correct and enhance images.
- I can organize digital images in subfolders for future accessibility.

#### **Design Principles and Best Practices**

- I can demonstrate knowledge of basic design principles and best practices employed in the industry.
- I can enhance documents by repeating formatting, such as font style, colors, and alignment.
- I can align elements with the graphic as well as with other elements within the document, repeating alignments such as left-aligned text and horizontally aligned images.
- I can enhance documents using paragraph and page alignment.
- I can apply typography concepts using a variety of fonts appropriately to differentiate text.

### **Digital Citizenship and Legal Aspects**

- I can apply digital citizenship guidelines and legal aspects of intellectual property as they relate to digital media.
- I can follow contemporary copyright and fair use guidelines in the design of created and published media, including Creative Commons.
- I can protect personal and private information, permissions, and property by means of legal protections.

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# Domain-specific Vocabulary

- Desktop Publishing (DTP)
- Page Layout
- Typography
- CMYK
- RGB
- Digital Media
- Media Literacy
- Timeline
- Transition
- Rendering
- Aperture
- Shutter Speed
- ISO
- White Balance
- Layers
- Opacity
- Blending Modes
- Masking
- Raster Graphics
- Vector Graphics
- Resolution
- File Formats (JPEG, PNG, GIF, TIFF, and RAW)
- Metadata
- Alignment
- Brightness and Contrast
- Repetition
- Proximity
- Hierarchy
- Typography
- Copyright
- Fair Use
- Creative Commons
- Intellectual Property
- Plagiarism
- Digital Footprint
- Cropping
- Templates
- Composition
- Rule of Thirds
- Depth of Field
- Proofreading
- Overexposure
- Underexposure

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