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

- **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.

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

Building: RCHS **Course:** Yearbook **Grade:** 9-12 **Tier:** 1 **Approved:**

E	C	A
NAME	Troxel	Lemke / Perkins