Communication Technology (Grades 10-12)

Course Description:

The curriculum for this course is developed from the Wisconsin Standards for Information and Technology Literacy. This one-semester elective course that provides students an opportunity to use cutting edge technology and software.   The goal of this course is to allow students to have hands-on experience in many forms of broadcasting. This includes everything from broadcasting sporting events to recording the daily announcements. We will work on projects involving both video and audio recordings. Areas of emphasis include: radio broadcasting, digital video, Flash animation, and computer graphic design. Students will design and create several projects while learning the Adobe Photoshop, Adobe Illustrator, Adobe Premiere, iMovie, Flash, Robolab, and Flight Simulator software programs. Students will also use all available equipment associated with producing their projects.   This will encompass learning the technical side of everything - audio, video, editing, and everything in between!

Essential Understandings:

1. New technologies are utilized to complete multimedia projects. (A.12.5)
2. Collaborative learning environments help foster technological learning. (D.12.1)
3. Computers, cameras, iPads, and tricaster are operated to organize and create information. (A.12.3)
4. Independent project execution increases and promotes responsibility. (C.12.4)
5. Operating the online radio station and utilizing vocals when appropriate provides appropriate programming to the school and community. (A.12.3, A.12.1, D.12.3)
6. Executing audio and visual requirements for daily announcements help inform the high school and community. (C.12.1)
7. Utilizing proper techniques for audio and visual projects achieves best results. (A.12.1, A.12.2, A.12.6)
8. Incorporating online sites, such as YouTube, improves feedback and community communication. (D.12.4, D.12.2, B.12.3)

Unit	Description of Unit and Learning Targets
Technology/Broadcasting basics ● What is the possible uses of broadcasting technology? ● What is the basic functionality of the available equipment? ● What does it take to create a professional, finished product?	Students are introduced to class requirements and how they're executed. Daily expectations are established. Minimum knowledge of class technology is introduced. Learning Targets: ● I can use common media and technology terminology and equipment. ● I can identify and use common media formats. ● I can demonstrate self-motivation and increasing responsibility for my learning. ● I can participate productively in workgroups or other collaborative learning environments. ● I can use information, media, and technology in a responsible manner. ● I can respect intellectual property rights.
Online Radio ● What are the different ways online radio can be used? ● What is the basic functionality of the	Students learn how to operate online radio equipment and are allowed to operate the station independently and in groups. Learning Targets: ● I can use media and technology to create and present

available equipment?	information. ● I can use common media and technology terminology and equipment. ● I can identify and use common media formats. ● I can use a computer and productivity software to organize and create information. ● I can participate productively in workgroups or other collaborative learning environments. ● I can respect intellectual property rights.
Video ● Why communicate using video? ● What techniques are used to capture effective video? ● What is the basic functionality of the available equipment?	Students record basic videos for both short-term and long-term projects. Proper video techniques are established. Learning Targets: ● I can use common media and technology terminology and equipment. ● I can identify and use common media formats. ● I can demonstrate self-motivation and increasing responsibility for my learning. ● I can participate productively in workgroups or other collaborative learning environments. ● I can use information, media, and technology in a responsible manner. ● I can respect intellectual property rights. ● I can use media and technology to create and present information. ● I can locate and access information sources. ● I can pursue information related to various dimensions of personal well-being and academic success.
Editing ● How can audio, visual, and other effects be used to enhance a project? ● What is the basic functionality of the available equipment?	Students will take the video knowledge they've acquired and utilized editing software to enhance projects. Learning Targets: ● I can use common media and technology terminology and equipment. ● I can identify and use common media formats. ● I can demonstrate self-motivation and increasing responsibility for my learning. ● I can participate productively in workgroups or other collaborative learning environments. ● I can use information, media, and technology in a responsible manner. ● I can respect intellectual property rights. ● I can use media and technology to create and present information. ● I can locate and access information sources. ● I can pursue information related to various dimensions of personal well-being and academic success.
Project Management ● How do individuals work together to create a final product? ● How do leaders organize themselves?	Students will take charge of various multimedia projects and usher them from beginning to end. Learning Targets: ● I can use common media and technology terminology and equipment. ● I can identify and use common media formats. ● I can demonstrate self-motivation and increasing responsibility

	for my learning.
	● I can participate productively in workgroups or other collaborative learning environments.
	● I can use information, media, and technology in a responsible manner.
	● I can respect intellectual property rights.
	● I can use media and technology to create and present information.
	● I can locate and access information sources.
	● I can pursue information related to various dimensions of personal well-being and academic success.
	● I can demonstrate self-motivation and increasing responsibility for my learning.
	● Evaluate the use of media and technology in a production or presentation.