Name of Unit: **Digital Media Software**	
Grade	**9-12**
Unit of Study	**Unit: Software**
Length of Unit	**2 Weeks (On-going)**

Missouri Learning Standards

MA:Cr2A. I Apply aesthetic criteria in developing, proposing and refining artistic ideas, plans, prototypes, and production processes for media arts productions, considering original inspirations, goals and presentation context. **CA 1, MA 1, SC 1, SS 6:** Demonstrate basic trade and applied academic skills **CA 3:** Operate and manage basic computer systems	**SkillsUSA** Apply the knowledge and skills necessary to describe and demonstrate post-production skills. **MA:Cr2A. III** Integrate a sophisticated personal aesthetic and knowledge of systems processes in forming, testing, and proposing original artistic ideas, prototypes, and production frameworks, considering complex constraints of goals, time, resources, and personal limitations.

Unit: Learning Targets

{I can…} identify and use the appropriate software program for the task I am assigned.
{I can…} properly save to my external harddrive to keep my computer harddrive uncluttered.
{I can…} evaluate software options and features in order to better understand industry standards and expectations.

Intervention and Enrichment

Hands on practice of associated skills.
If a student requires accommodations or modifications or any other help with a lesson, testing, etc., meet with the student privately to discuss.
Shoots of varying types; Football & Basketball Games; Artistic Performances, Community Events

Assessments

Observed Assessments of skill demonstrations	Performed in class
Paper/Oral/Electronic tests & quizzes as necessary.	Performed in class or located in google classroom or google tests.
Project Assessments for finished pieces	Grade & necessary notes given in google

	classroom

Vocabulary			
Photoshop AfterEffects Premier	External Harddrive Network Attached Server Post	Editor Sound Designer Foley Artist	Edit Suite Voice Over

Instructional Materials

PowerPoints; Electronic quizzes and/or exercises, Television Production & Broadcast Journalism Second Ed.-Phillip L. Harris; YouTube-StudioBinder and/or other pertinent examples; Gear/equipment provided by DM classroom

Additional Instructional Resources

Guest Speakers, trips in the class vehicle as deemed necessary by instructor and approved by Admin.

Reflections for Future Revisions

Changes may occur based on changes in studio space, equipment, gear, industry trends