
Digital Design

WAMS 2017 - 2018

Overview

This course introduces students to the multifaceted skills of digital design and production. Digital Design exposes students to 21st century skills through a combination of text, photography, and graphics to create desktop publishing and multimedia presentations. Students will acquire knowledge of the visual arts as it pertains to the digital age. *Digital Design is a cycle (trimester) class that meets every day for one third of the academic year.*

Topics Covered in Digital Design

- Digital Citizenship
- Computer Basics
- Keyboarding
- Word Processing
- Graphics / Desktop Publishing
- Presentations
- Website Design

Assessment & Grading:

Grading will be based on effort and participation, craftsmanship, creativity, execution, composition and critique. Assessments include tests, homework, reflection/summary writing, and projects.

Homework:

Most work for this class will be completed during the school day.

- Students have weekly typing homework. TypingClub homework is assigned on Monday mornings and is due by 7:47 am on Fridays and will *not* be accepted late. All lessons must be completed in order to gain credit (15 pts).
- All other homework will have a firm due date. Late homework / assignments will receive ½ credit.

What if you are absent?

If a student is absent it is their responsibility to find out what they missed and make up any assignments. If it is not possible to complete the missing work at home or during class time, students must make arrangements to come to the A-7 Computer Lab before or after school and complete their work.

Teacher: Mrs. Livingston

E-mail: mlivingston@mtps.com

<http://digitaldesignmtpswams.weebly.com>

Room: A-7

Interruptions & Lateness

Students must be on time to class. During each 42-minute period students must login, watch a lesson, complete their assigned work, save work, and logout. All interruptions push the time constraints even further. If students are late they must have a pass.

Consequences for being late without a pass:

1st time: verbal warning

2nd time: detention

3rd time: detention and call home

Online Games / Websites

Under no circumstance are students allowed to play online video games (*even if they finish their assigned work early*). Students may not visit any websites that are not directly related to the current class project.

Leaving Class

Students are allowed to sign out to use the restroom, go to their locker, or get a drink *ten times* during the cycle. However, they may not go during a teacher demonstration. Students must sign out each time they leave the classroom. *Please feel free to contact me if your student has any medical conditions, etc. that will require additional restroom visits.*
