

STANDARDS & PROCEDURES WORKSHEET

Department or Subject: Multimedia

Teacher(s): S. Muoio, V. Tsontakis

Cycle and Level Taught: Cycle 1, Year 1
School Year: 2023-2024

Term 1 (20%)				
Competencies Targeted	Evaluation Methods	General Timeline		
Creates personal and media messages Appreciates and Interprets images	Digital Art Projects Presentations Reflections	Throughout term Throughout term Throughout term		
Communications to Students and Parents 1. Google Classroom 2. Progress Note 3. Report Card	Other Pertinent Information Topics Covered 1. PowerPoint 2. Graphic Design 3. Digital collages 4. Posters			

Term 2 (20%)				
Competencies Targeted	Evaluation Methods	General Timeline		
1. Creates personal and	1. Digital Art Projects	1. Throughout term		
media messages	2. Presentations	2. Throughout term		
2. Appreciates and	3. Sketches	3. Throughout term		
Interprets images	4. Reflections	4. Throughout term		
Communications to	Other Pertinent Information			
Students and Parents	Topics Covered			
Google Classroom	1. Typography			
2. Progress Note	2. Target Audience			
3. Report Card	3. Social Justice Posters			

Term 3 (60%)			
Competencies Targeted	Evaluation Methods	General Timeline	
		1. Throughout term	
1. Creates personal and	Digital Art Projects	2. Throughout term	
media messages	2. Presentations	3. Throughout term	
2. Appreciates and	3. Reflections		
Interprets images	4. Comic Book Project		
Communications to	End of Year Evaluation	Other Pertinent	
Students and Parents		Information	
Google Classroom	End of year Project	Topics Covered	
2. Progress Note		1. Creating Superheroes	
3. Report Card		2. Storytelling	
		3. Target Audience	
		4. Comic Books	

Many techniques and programs are used to create and combine words, symbols and images to make a visual statements. Common uses of graphic design include making logos, magazines, advertisements, posters and comic books. In this course students will learn about these programs and use them to create their own digital art.