



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

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

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