

## Technology 2

**Instructor:** Mr. Temple

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### Course Description:

The purpose of this course is to prepare students for success in high school using devices, cloud technology and educational networking web sites. Academic assignments will be created in Google Sketch Up, Audacity (audio editing), Photoshop, Pencil (animation editing), HTML (programming) and Dreamweaver for web design. In addition students will be introduced to basic computer concepts in Macintosh and PC technologies with the use of cloud technology.

### Teaching Methods:

1. All students will have an Internet Permission Slip, signed by a parent/guardian on file in the Administration Office before logging on to the computers.
2. Different types of learning strategies, such as independent discovery, collaborative learning and lecture day are going to be utilized. Using these different modes of instruction will prepare students for any type of future classrooms.
3. Assignments: activities and online activities will be assigned weekly to reinforce material.

### Assessment

1. Quizzes: Occasional unannounced quizzes will be given to help ensure students stay up with assigned material.
2. Grades will be determined by a combination of projects, quizzes and class participation. Possible point values are as follows:
  1. Quizzes 10 pts
  2. Class Participation 50 pts.
  3. Projects 200 pts.

### Course Policies:

Academic Dishonesty: It is unacceptable for students to be in possession of any class work other than their own. This includes memory sticks, or any other type of media. Any violation of this policy will be considered academic dishonesty and thus prosecuted according to school policy.

Missed Classes: The student is responsible for obtaining material distributed on class days when he/she was absent. All assignments are posted on Progressbook. Since all assignments must be completed in class missed work students will have to rely on your own resourcefulness. Any special situations will be at the instructor's discretion.

Assignments: Late submission of assignments is unacceptable. No exceptions are made.

Refreshments: Absolutely no eating, drinking or gum chewing in the computer lab.

Incomplete Policy: Students will not be given an incomplete grade in the course without sound reason and documented evidence as described in the Student Handbook. Refer to the student hand book for the official incomplete policy.

All other course policies refer to the student handbook.

**Course Outline (content is subject to change at the instructors discretion)**

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Tentative Topics		
Week 1-4	Syllabus/Classroom Procedures/Google Sketch-Up	Google Sketch Up is a introduction to Digital Architecture
Week 5-6	Audacity	Students use Audacity to edit music.
Week 7-8	Photoshop	Photoshop is the premiere image editing program.
Week 9-12	Pencil	Pencil is an introductory program for animation and media design.
Week 13-14	HTML Programming	HTML is a universal programming language and is not difficult to understand.
Week 15-18	Dreamweaver	Dreamweaver is also the premiere web design program excellent for beginnings web designers.

I have read and understand the policies and procedures in this syllabus. I agree to abide by the stipulations of the aforementioned document.

Student \_\_\_\_\_

Date \_\_\_\_\_

Parent \_\_\_\_\_

Date \_\_\_\_\_