Course Description: The purpose of this program is to prepare students for work as multimedia artists and animators. This program offers a sequence of courses that provides coherent and rigorous content aligned with challenging academic standards and relevant technical knowledge and skills needed to prepare for further education and careers in the Arts, A/V Technology and Communication career cluster; provides technical skill proficiency, and includes competency-based applied learning that contributes to the academic knowledge, higher-order reasoning and problem-solving skills, work attitudes, general employability skills, technical skills, and occupation-specific skills, and knowledge of all aspects of the Arts, A/V Technology and Communication career cluster.

Course Objectives:

After successfully completing this program, the student will be able to perform the following:

16.0 Demonstrate knowledge of digital publishing concepts.
17.0 Demonstrate knowledge of basic digital imaging.
18.0 Demonstrate proficiency in the safe and ethical use of the Internet to locate information.
19.0 Identify project requirements, define project planning, and understand the design process.
20.0 Perform page layout and measurement activities.
21.0 Demonstrate an understanding of color and its role in digital design.
22.0 Demonstrate a basic understanding of typography.
23.0 Demonstrate an understanding of elements and principles of design.
24.0 Demonstrate basic skill in digital photography.
25.0 Demonstrate skills in the use of raster software applications.
26.0 Demonstrate basic skills in the use of vector software applications.
27.0 Demonstrate basic technical skills using a desktop publishing application.
28.0 Develop an awareness of the emergent technologies associated with digital design.
29.0 Demonstrate understanding in page layout using desktop publishing applications.
30.0 Demonstrate an understanding of career opportunities and requirements in the field of digital design.

Course Materials: Adobe Creative Cloud (Photoshop); Canvas; various internet browsers.

Classroom Expectations, Procedures, Rules
- Follow directions the first time
- Keep hands, feet, and objects to yourself
- Ask before borrowing materials or printing to the printer
- Follow all school policies
- Be respectful and professional to your teachers, peers, and to yourself
- Enjoy your food or drinks OUTSIDE of this classroom (this includes chewing gum)
- All students are expected to come to class prepared (writing implements and paper)
- Sit in your assigned seat
Backpacks, non-class books, electronic devices, etc. are to be placed in the designated location and will remain there during the entire class.

Check your computer equipment at the beginning and end of each class.
  o If there are any problems, bring it to my attention as soon as possible.

Only use the computer programs or web sites assigned for the day.
  o Online or other games, miscellaneous videos, or web sites, etc., are not part of the curriculum.

The Code of Student Conduct and Discipline is always in effect, especially the Computer and Internet Access policy.

All classroom computers, mouse/keyboards, printers, computer tables, or any other furniture or equipment in the classroom will be kept in the same condition or better as found at the beginning of the year.

Any and all computer properties and setup attributes are to remain the same for all classroom computers.

Students are responsible for remembering all the usernames and passwords required for this class.
  o Students are expected to follow the guidelines given in class for creating usernames and passwords.

Students will be directed where to save their computer work.
  o Students are responsible for saving their work correctly.
  o Incorrectly saved work may be deleted, and it is the student’s responsibility to re-do the work.

Students will remain in the classroom during the first ten or last ten minutes of class.

Students will remain in your seat until the dismissal bell rings.

Take care of personal business on your own time.
  o During my class, there is no reason that you need to:
    ▪ Go to your locker or get a book or other personal item you forgot somewhere, go see another teacher or coach, ask for a pass to go to guidance, make-up a test in another class, or go to any other place not currently listed.

Consequences for not following Expectations, Procedures, Rules

Depending on the infraction, possible consequences are:

- Warning
- Phone call home
- Referral
- Loss of computer time or internet time
- Confiscation of offending item
- Seat change

Code of Ethics

Students are expected to uphold the school’s standard of conduct relating to academic honesty. Students assume full responsibility for the content and integrity of the academic work they submit. The guiding principle of academic integrity shall be that a student’s submitted work, examinations, reports, and projects must be that of their own work.

Cheating

Giving or receiving assistance on an assignment/exam/quiz/etc. will not be tolerated and will result in a grade of “M” (missing) on the assignment and possible disciplinary action. Students will be given an alternate assignment/test/quiz.
Tardy Policy
- DHS policy for tardiness to class will be followed; students late to class will be marked “L” (late) in the Focus/Gradebook. First Tardy is a Warning. Second Tardy is a call Home. Multiple tardiness will result in calls home and a referral. Four or more tardies will result in one or more referrals.

Phone & Electronic Device Policy
- Students will be expected to follow the district phone and electronic device policy. At NO time is a phone or electronic device to be turned on or be out in the classroom. Phones or electronic devices are subject to confiscation after a warning, and referral.

Absences/Late Work/Remediation
- It is up to the student to see the teacher on the day they return from an absence (most lessons and work are also available on the Focus/Gradebook or Canvas).
- Students with excused absences will have extra time to complete missing assignments (equivalent to the number of days they were absent immediately following the return to school). Students will NOT have time during class to make up missing work as they are expected to do the current assignment. Students may use lunch time or after school to make up work.
- Class attendance is necessary for you to meet the requirements of this class and obtain the required knowledge and skills of multimedia.
- If a student is falling behind for any reason, it is up to them to seek extra help or extra time at either lunch or after school.

Grading Policy
Please refer to the student handbook for grading scale. All assignments are graded in a timely manner and grades are accessible through Focus/Gradebook. Students and Parents are encouraged to check Focus/Gradebook REGULARLY for their current status. Parent notification (email, telephone call) will be made for students in jeopardy of failing; HOWEVER, I encourage you to be proactive and keep track of your daily progress in Focus/Gradebook.

Teacher’s Authority to Override Final Grade: A teacher may override the final grade if a student’s overall performance warrants it. Before the grade override is finalized, the teacher must notify the parent/guardian concerning the student’s performance if the override may result in a lower final grade. The teacher may issue a failing grade override based on the student’s overall performance only with the approval of the principal. This refers to the final grade of the grading period, or the final grade for the course.

Late/Make-up Policy
- Assignments are due on specified dates. Work must be submitted in the correct manner to receive credit (sent to Canvas or placed in your class assignment box, etc.).
- Extra class time will not be given for make-up work; use lunch and/or after school.
- Formative assignments should be turned in on time.
  - All unexcused late work is subject to penalties (points may be deducted).
  - Formative work submitted after 3 days past the due date has a maximum value of 60%
- Summative assignments should be turned in on time.
  - All unexcused late work is subject to penalties (points may be deducted).
  - Summative work submitted after 7 days past the due date has a maximum value of 70%
Class Requirements
- Headphones or earbuds that can be plugged into the computer (NOT Bluetooth)
- Pen (blue or black ink only) or pencil
- Paper or spiral notebook or three-ring binder with paper

Highly recommended and appreciated (can be brought in at any time of the school year)
- Reams of white copy paper- 8 ½ x 11
- Facial Tissue (for example Kleenex)
- Instant Hand Sanitizer

Computer Use Rules
Computers are provided for student use to further the educational goals of the district. To ensure students benefit from computer technology, they will adhere to the following guidelines, as well as those specified in School Board Policy 518 and other district policies and procedures governing student conduct.

1. Students will only use programs and devices as authorized by the teacher.
2. Students will not install or download from the Internet any software, including games, on any computers at school.
3. Students will not make any changes to desktop setting or to programs.
4. Students will save their files to removable device unless advised otherwise by the teacher.
5. Student should exercise reasonable care to ensure any computers or computing devices (USB, memory stick, mobile devices) are virus free and do not contain unauthorized or inappropriate file.
6. Students may use the Internet for only curriculum research and projects assigned by the teacher. No browsing the Internet for recreational purposes is allowed. Any inappropriate material inadvertently accessed should be reported to a teacher.
7. Students shall not visit non-district supported chat room so use instant message without permission and direction from the teacher.
8. Student will use district-supported technologies, including, but not limited to, online resources (e.g., wikis, blogs, online collaborative environments, etc.) for educational use only, with permission and at the direction from the teacher.
9. Students shall not give out personal information about themselves or others; this includes any demographic information such as physical address, full name, account name/sign-on and/or passwords.
10. Students will immediately notify the teacher if malfunctions occurring any computer, peripheral, or software. Any tampering with hardware, peripheral devices, or software will be considered vandalism and will be handled accordingly.

The use of computers is a privilege and not a right. Failure to follow these guidelines may result in the loss of access to the network or other disciplinary action.
**Digital Design 2**

**Syllabus 2022-2023**

**DeLand High School**

**Course #:** 8209520  
**Email:** vlperri@volusia.k12.fl.us  
**Teacher:** Ms. Perri  
**Building and Room:** 18-103

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**Course Description:** The purpose of this program is to prepare students for work as multimedia artists and animators. This program offers a sequence of courses that provides coherent and rigorous content aligned with challenging academic standards and relevant technical knowledge and skills needed to prepare for further education and careers in the Arts, A/V Technology and Communication career cluster; provides technical skill proficiency, and includes competency-based applied learning that contributes to the academic knowledge, higher-order reasoning and problem-solving skills, work attitudes, general employability skills, technical skills, and occupation-specific skills, and knowledge of all aspects of the Arts, A/V Technology and Communication career cluster.

**Course Objectives:**

*After successfully completing this program, the student will be able to perform the following:*

31.0 Perform critical thinking activities.
32.0 Demonstrate the ability to set project requirements, engage in project planning, and utilize the design process.
33.0 Demonstrate an intermediate understanding of typography.
34.0 Demonstrate skills in the use of vector software applications.
35.0 Demonstrate an intermediate understanding in digital publishing operations.
36.0 Demonstrate skills in promotional design and application.
37.0 Demonstrate proficiency in digital imaging.
38.0 Demonstrate the ability to apply the design process.
39.0 Demonstrate understanding in the creation of digital design solutions involving motion or special effects.
40.0 Demonstrate an understanding of the use of emergent technologies in digital design industries.

**Course Materials:** Adobe Creative Cloud (Photoshop, Illustrator, InDesign); Canvas; various internet browsers.

**Classroom Expectations, Procedures, Rules**

- Follow directions the first time
- Keep hands, feet, and objects to yourself
- Ask before borrowing materials or printing to the printer
- Follow all school policies
- Be respectful and professional to your teachers, peers, and to yourself
- Enjoy your food or drinks OUTSIDE of this classroom (this includes chewing gum)
- All students are expected to come to class prepared *(writing implements and paper)*
- Sit in your assigned seat
- Backpacks, non-class books, electronic devices, etc. are to be placed in the designated location and will remain there during the entire class
- Check your computer equipment at the beginning and end of each class
  - If there are any problems, bring it to my attention as soon as possible.
Perri 2022-2023 School Year

- Only use the computer programs or web sites assigned for the day
  - Online or other games, miscellaneous videos, or web sites, etc., are not part of the curriculum
- The Code of Student Conduct and Discipline is always in effect, especially the Computer and Internet Access policy.
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Depending on the infraction, possible consequences are:
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- Referral
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- Confiscation of offending item
- Seat change

Code of Ethics
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Cheating
Giving or receiving assistance on an assignment/exam/quiz/etc. will not be tolerated and will result in a grade of “M” (missing) on the assignment and possible disciplinary action. Students will be given an alternate assignment/test/quiz.
Perri 2022-2023 School Year

Tardy Policy
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- Class attendance is necessary for you to meet the requirements of this class and obtain the required knowledge and skills of multimedia.
- If a student is falling behind for any reason, it is up to them to seek extra help or extra time at either lunch or after school.

Grading Policy
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Late/Make-up Policy
- Assignments are due on specified dates. Work must be submitted in the correct manner to receive credit (sent to Canvas or placed in your class assignment box, etc.).
- Extra class time will not be given for make-up work; use lunch and/or after school.
- Formative assignments should be turned in on time.
  - All unexcused late work is subject to penalties (points may be deducted).
  - Formative work submitted after 3 days past the due date has a maximum value of 60%
- Summative assignments should be turned in on time.
  - All unexcused late work is subject to penalties (points may be deducted).
  - Summative work submitted after 7 days past the due date has a maximum value of 70%
Class Requirements

- Headphones or earbuds that can be plugged into the computer (NOT Bluetooth)
- Pen (blue or black ink only) or pencil
- Paper or spiral notebook or three-ring binder with paper

Highly recommended and appreciated (can be brought in at any time of the school year)

- Reams of white copy paper- 8 ½ x 11
- Facial Tissue (for example Kleenex)
- Instant Hand Sanitizer

Computer Use Rules

Computers are provided for student use to further the educational goals of the district. To ensure students benefit from computer technology, they will adhere to the following guidelines, as well as those specified in School Board Policy 518 and other district policies and procedures governing student conduct.

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4. Students will save their files to removable device unless advised otherwise by the teacher.
5. Student should exercise reasonable care to ensure any computers or computing devices (USB, memory stick, mobile devices) are virus free and do not contain unauthorized or inappropriate file.
6. Students may use the Internet for only curriculum research and projects assigned by the teacher. No browsing the Internet for recreational purposes is allowed. Any inappropriate material inadvertently accessed should be reported to a teacher.
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Digital Media / Multimedia Foundations 3
Syllabus 2022-2023
DeLand High School

Course #: 8201230  Email: vlperri@volusia.k12.fl.us
Teacher: Ms. Perri  Building and Room: 18-103

Course Description: The purpose of this program is to prepare students for work as multimedia artists and animators. This program offers a sequence of courses that provides coherent and rigorous content aligned with challenging academic standards and relevant technical knowledge and skills needed to prepare for further education and careers in the Arts, A/V Technology and Communication career cluster; provides technical skill proficiency, and includes competency-based applied learning that contributes to the academic knowledge, higher-order reasoning and problem-solving skills, work attitudes, general employability skills, technical skills, and occupation-specific skills, and knowledge of all aspects of the Arts, A/V Technology and Communication career cluster.

Course Objectives:
After successfully completing this program, the student will be able to perform the following:

10.0 Demonstrate proficiency in using presentation software and equipment to produce a complex presentation.
11.0 Develop proficiency in using authoring software.
12.0 Demonstrate mastery of design layout software.

Course Materials: Adobe Creative Cloud (Photoshop, Illustrator, InDesign); Canvas; various internet browsers.

Classroom Expectations, Procedures, Rules
- Follow directions the first time
- Keep hands, feet, and objects to yourself
- Ask before borrowing materials or printing to the printer
- Follow all school policies
- Be respectful and professional to your teachers, peers, and to yourself
- Enjoy your food or drinks OUTSIDE of this classroom (this includes chewing gum)
- All students are expected to come to class prepared (writing implements and paper)
- Sit in your assigned seat
- Backpacks, non-class books, electronic devices, etc. are to be placed in the designated location and will remain there during the entire class
- Check your computer equipment at the beginning and end of each class
  - If there are any problems, bring it to my attention as soon as possible.
• Only use the computer programs or web sites assigned for the day
  o Online or other games, miscellaneous videos, or web sites, etc., are not part of the curriculum
• The Code of Student Conduct and Discipline is always in effect, especially the Computer and Internet Access policy.
• All classroom computers, mouse/keyboards, printers, computer tables, or any other furniture or equipment in the classroom will be kept in the same condition or better as found at the beginning of the year.
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• Students are responsible for remembering all the usernames and passwords required for this class
  o Students are expected to follow the guidelines given in class for creating usernames and passwords
• Students will be directed where to save their computer work
  o Students are responsible for saving their work correctly
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Consequences for not following Expectations, Procedures, Rules
Depending on the infraction, possible consequences are:
• Warning
• Phone call home
• Referral
• Loss of computer time or internet time
• Confiscation of offending item
• Seat change

Code of Ethics
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Cheating
Giving or receiving assistance on an assignment/exam/quiz/etc. will not be tolerated and will result in a grade of “M” (missing) on the assignment and possible disciplinary action. Students will be given an alternate assignment/test/quiz.
**Tardy Policy**

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**Phone & Electronic Device Policy**

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**Absences/Late Work/Remediation**

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- If a student is falling behind for any reason, it is up to them to seek extra help or extra time at either lunch or after school.

**Grading Policy**

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Class Requirements
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- Pen (blue or black ink only) or pencil
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**Course Objectives:**

After successfully completing this program, the student will be able to perform the following:

13.0 Demonstrate proficiency in preliminary webpage design.
14.0 Demonstrate understanding of HTML and CSS.
15.0 Demonstrate proficiency in authoring software for webpage design.
16.0 Demonstrate knowledge of interactive animation techniques.
17.0 Demonstrate proficiency using all media to create an advertising campaign.
18.0 Participate in work-based learning experiences or simulation.

**Course Materials:** Adobe Creative Cloud (Photoshop, Illustrator, InDesign, Dreamweaver); Canvas; various internet browsers.

**Classroom Expectations, Procedures, Rules**

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• DHS policy for tardiness to class will be followed; students late to class will be marked “L” (late) in the Focus/Gradebook. First Tardy is a Warning. Second Tardy is a call Home. Multiple tardiness will result in calls home and a referral. Four or more tardies will result in one or more referrals.

Phone & Electronic Device Policy
• Students will be expected to follow the district phone and electronic device policy. At NO time is a phone or electronic device to be turned on or be out in the classroom. Phones or electronic devices are subject to confiscation after a warning, and referral.

Absences/Late Work/Remediation
• It is up to the student to see the teacher on the day they return from an absence (most lessons and work are also available on the Focus/Gradebook or Canvas).
• Students with excused absences will have extra time to complete missing assignments (equivalent to the number of days they were absent immediately following the return to school). Students will NOT have time during class to make up missing work as they are expected to do the current assignment. Students may use lunch time or after school to make up work.
• Class attendance is necessary for you to meet the requirements of this class and obtain the required knowledge and skills of multimedia.
• If a student is falling behind for any reason, it is up to them to seek extra help or extra time at either lunch or after school.

Grading Policy
Please refer to the student handbook for grading scale. All assignments are graded in a timely manner and grades are accessible through Focus/Gradebook. Students and Parents are encouraged to check Focus/Gradebook REGULARLY for their current status. Parent notification (email, telephone call) will be made for students in jeopardy of failing; HOWEVER, I encourage you to be proactive and keep track of your daily progress in Focus/Gradebook.

Teacher’s Authority to Override Final Grade: A teacher may override the final grade if a student’s overall performance warrants it. Before the grade override is finalized, the teacher must notify the parent/guardian concerning the student’s performance if the override may result in a lower final grade. The teacher may issue a failing grade override based on the student’s overall performance only with the approval of the principal. This refers to the final grade of the grading period, or the final grade for the course.

Late/Make-up Policy
• Assignments are due on specified dates. Work must be submitted in the correct manner to receive credit (sent to Canvas or placed in your class assignment box, etc.).
• Extra class time will not be given for make-up work; use lunch and/or after school.
• Formative assignments should be turned in on time.
  o All unexcused late work is subject to penalties (points may be deducted).
  o Formative work submitted after 3 days past the due date has a maximum value of 60%
• Summative assignments should be turned in on time.
  o All unexcused late work is subject to penalties (points may be deducted).
  o Summative work submitted after 7 days past the due date has a maximum value of 70%
Class Requirements
- Headphones or earbuds that can be plugged into the computer (NOT Bluetooth)
- Pen (blue or black ink only) or pencil
- Paper or spiral notebook or three-ring binder with paper

Highly recommended and appreciated (can be brought in at any time of the school year)
- Reams of white copy paper- 8 ½ x 11
- Facial Tissue (for example Kleenex)
- Instant Hand Sanitizer

Computer Use Rules
Computers are provided for student use to further the educational goals of the district. To ensure students benefit from computer technology, they will adhere to the following guidelines, as well as those specified in School Board Policy 518 and other district policies and procedures governing student conduct.

1. Students will only use programs and devices as authorized by the teacher.
2. Students will not install or download from the Internet any software, including games, on any computers at school.
3. Students will not make any changes to desktop setting or to programs.
4. Students will save their files to removable device unless advised otherwise by the teacher.
5. Student should exercise reasonable care to ensure any computers or computing devices (USB, memory stick, mobile devices) are virus free and do not contain unauthorized or inappropriate file.
6. Students may use the Internet for only curriculum research and projects assigned by the teacher. No browsing the Internet for recreational purposes is allowed. Any inappropriate material inadvertently accessed should be reported to a teacher.
7. Students shall not visit non-district supported chat room so use instant message without permission and direction from the teacher.
8. Student will use district-supported technologies, including, but not limited to, online resources (e.g., wikis, blogs, online collaborative environments, etc.) for educational use only, with permission and at the direction from the teacher.
9. Students shall not give out personal information about themselves or others; this includes any demographic information such as physical address, full name, account name/sign-on and/or passwords.
10. Students will immediately notify the teacher if malfunctions occurring any computer, peripheral, or software. Any tampering with hardware, peripheral devices, or software will be considered vandalism and will be handled accordingly.

The use of computers is a privilege and not a right. Failure to follow these guidelines may result in the loss of access to the network or other disciplinary action.