

Maui Waena Intermediate School
Pacing Guides 2011-2012
Elective: intro to career tech/tech
Grade: 7/8

Week	Standard, Benchmark, I Can Statements (Skill embedded in statement)	Level of Proficiency I=Introduce P=Practice M=Mastery R=Review	Lesson/ Instructional Materials	Effective Teaching Strategies	Content Vocabulary	Assessment CRs
1 August 1-5 (5)	Standard 1: TECHNOLOGICAL DESIGN: Design, modify, and apply technology to effectively and efficiently solve problems Apply the design process through a set of methodical steps for turning ideas into useful and ethical products and systems	introduce	Getting to know you games-- --clock partners --computer term bingo --Name games --What you want to learn --interest inventory	-group work -reflection	See below (A)	Test on vocab terms
2 August 8-12 (5)	cont I can open and navigate through photoshop and complete a tutorial using layers	introduce	--photoshop intro--layers tutorial very simple (below)-- then Sara's then own collage about self http://www.photoshopsupport.com/photoshop-cs4/photoshop-cs4-layers/understanding-layers-cs4-video.html		layers brushes tools content color select jpg tiff png resolution pixels	have to make files on desktop
3 August 15-18 (4)	I can open and navigate through photoshop and complete an independently created collage	practice	cont'			Save all completed jpeg to flashdrive for class

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4 August 22-26 (5)	I can navigate on the internet, sign up for and create own website on yola	practice/ prof	Introduce website--yola Have student create cite--first initial.lastname (if taken, use pd number at end) --create header --post header, collage, and explanation			vocab test product explain your collage in a paragraph --save all on flashdrive
5 August 29- Sept. 2 (3)	I can identify basic camera techniques	intro camera basics	powerpoint --notes pick your picture http://falconproductions.edublogs.org/basic-camera-techniques/		camera techniques	test
6 Sept. 6-9 (4)	I can demonstrate my understanding of sequencing and basic camera techniques by creating a 10 shot sequence I can create a folder, open final cut, set scratch disk, log and transfer clips and do a basic edit.	intro/ practice equipment basics	10 shot sequence simple shots, just dragged and dropped into final cut			evaluation of sequence
7 Sept. 12-16 (5)	I can recognize different shots and give meaningful feedback on student work	review	view the videos and comment			student does evaluation of each video
8 Sept. 19-23 (5)	I can learn from prior experience and from analyzing the work of others to improve my own work. I can create a quality, finished 10 shot sequence.	Prof.	2nd 10 shot sequence--can do basic editing			student evaluations

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9 Sept. 26-30 (5)	I can identify the purpose, message and audience of a PSA	introduce	PSA--viewing and discussing good and bad--watch Olelo winners, stn, previous student work, vimeo and youtube examples	viewing and discussion	Purpose Audience Message	Discuss what makes a great PSA
END OF 1ST QUARTER						
10 Oct. 10-14 (4)	I can plan a PSA with a complete shot sequence	introduce	PSA planning	Group work	purpose audience message camera angles shot sequence	
11 Oct. 17-21 (5)	I can shoot a PSA using good lighting and a variety of camera angles I can set up a project, log and transfer clips and edit PSA I can use Dewolfe music to select appropriate	practice	PSA shooting/editing	group work	continued	rough cut viewing
12 Oct. 24-28 (5)	I can analyze my own work and the work of others and come up with ways to improve	review	view the videos and comment	reflection	continued	individual feedback sheets
13 Oct. 31- Nov. 4 (5)	I can take advise of others and my own self assessment to make revisions and improvements on my PSA	Proficiency	reshoot, re-edit as needed			Viewing new PSA

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14 Nov. 7-10 (4)	I can identify the elements of a good design	introduce	text from a distance balanced image design works imaginative interesting would I wear it? who would?		symmetry color line contrast space complimentary shape	
15 Nov. 14-18 (5)	I can use the elements of design to create my own tshirt design	practice	draft, propose tshirt designs	peer eval and colloration	continued	vote on best designs
16 Nov. 21-23 (3)	cont					
17 Nov. 28- Dec. 2 (5)	I can create a gift (christmas ornament or mousepad) using good design principles	proficiency	“”””	Peer eval and colloration	continued	
18 Dec. 5-9 (5)	I can upload digital copies of all of my work to my Website	proficiency		self work		
19 Dec. 12-16 (5)	I can share my work with others and give and receive feedback	proficiency				peer and self eval
END OF 2ND QUARTER / 1ST SEMESTER						

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20 Jan. 3-6 (3)						
21 Jan. 9-13 (5)						
22 Jan. 17-20 (4)						
23 Jan. 23-27 (5)						
24 Jan.30- Feb. 3 (5)						
25 Feb. 6-10 (5)						
26 Feb. 13-17 (5)						
27 Feb. 21-24 (4)						

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28 Feb. 27- March 2 (5)						
29 March 5-9 (5)						
END OF 3RD QUARTER						
30 March 19-23 (5)						
31 March 27-30 (4)						

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32 April 2-5 (4)	<p>Standard 1: TECHNOLOGICAL DESIGN: Design, modify, and apply technology to effectively and efficiently solve problems</p> <p>Apply the design process through a set of methodical steps for turning ideas into useful and ethical products and systems</p> <p>The student: Constructs a model or prototype to clarify the design process by identifying a problem, brainstorming solutions, implementing a solution, sharing the solution with others, and obtaining feedback.</p>					
33 April 9-13 (5)	<p>Assess a product or solution for possible modifications</p> <p>The student: Evaluates modifications for others and his or her designs, tries proposed modifications, and explains how or whether the modification improved the product.</p>					

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34 April 16-20 (5)	Standard 1: TECHNOLOGICAL DESIGN: Design, modify, and apply technology to effectively and efficiently solve problems					
35 April 23-27 (5)	Assess the overall effectiveness of a product design or solution Sample Performance Assessment (SPA) The student: Evaluates the effectiveness of a product design or solution (e.g., considers the ability of the design to meet the criteria established in the original purpose; considers the factors that might affect acceptability and suitability for intended users; develops measures of quality with respect to these factors; considers unintended positive and negative effects of the design or solution on the environment and humans).					
36 April 30- May 4 (5)						

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37 May 7-11 (5)						
38 May 14-18 (5)						
39 May 21-24 (4)						
END OF 4TH QUARTER / 2ND SEMESTER						

Goals:

- improve communication skills; writing, speaking, visual.
- inverted pyramid
- 5w and H
- image to match/enhance story

- become competent in multiple programs (final cut pro, photoshop, keynote, after effects, scratch, etc)
-

- become familiar with basic photography skills

- create a website using Yola

- creating a logical clear PSA
- message
- audience

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--purpose
--tag line/slogan

-Learn basics of camera use
--f stop
--iso
--iris
--tripod
--white balance
--focus
--depth of field
----compression

Vocabulary A

Computer

A computer is a computing device that is similar to an automated abacus that can execute a program, that is, a sequence of automatic instructions.

Program

A program is a is an executable software that runs on a computer. It contains compiled codes that run directly from the computer's operating system.

Operating System

The operating system (OS) is the software that communicates with the computer hardware on the primary level. No software can be run on the computer without the operating system. It serves as a user interface and helps allocating memory, processes tasks, accesses disks and peripheral.

Command

A command is a series of step by step instructions that helps the computer perform a specific action.

CPU

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The central processing unit or CPU, also known as the microprocessor or processor is the brain of the computer. It helps execute instructions in a software program and helps retrieve instructions from the computer's memory, comprehending and executing instructions and helping direct the input and output of the computer.

Desktop

The computer monitor or the screen of the computer against which, the operating system and access application programs, files and documents are displayed is called the desktop.

File

The file is a unit for information storage that includes word-processor, spreadsheet, pictures, music, etc. Each file is differentiated with the help of a unique file name.

Folder

The folder is a unique system that helps in organizing the files, topics, programs and projects on the computer. The similar applications in a folder will be grouped together when an application program is loaded. It is similar to organizing files on a shelf in your cabinet.

Hard Drive

The hard drive is the region where the information is stored and helps the computer to permanently retain and store the data.

Hardware

The computer system that comprises of a computer, that is, monitor, keyboard, mouse, printer, computer unit, scanner, etc. is known as the hardware. When the CPU is opened, the components that make a CPU are also the hardware. You can read and learn more on [computer hardware basic information](#).

Hyperlink

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An hyperlink is a program that helps one move from one web page to another. The text is underlined and the cursor that moves over this text document, takes the shape of a hand. This means there is a hyperlink added to the text and you can click on it to move over to another page or document.

Internet

The Internet is a world wide network that helps connect millions of users around the world to share and exchange data, information, opinions, etc. The Internet is not similar to World Wide Web (WWW). The WWW is a service that is provided on the Internet for the users.

Monitor

The [computer monitor](#) is defined as the computer screen or display unit. The monitor helps in displaying the user interface and programs. It is a way for the user to interact with the computer, using the keyboard and mouse.

Mouse

Do not be baffled, a [computer mouse](#) is a hand held device that helps the user move across the flat surface and help control the pointer on the screen. It is a very accessible device, as it helps one move faster across the screen and perform many tasks quickly.

Keyboard

The [computer keyboard](#) is the peripheral unit of the computer that helps in typing in the words and numbers along with the symbols and thus communicate with computer. In other words, it is the way, how you can feed in information that needs to be processed into your computer. You can read more on [computer keyboard shortcuts](#).

RAM

Random Access Memory or RAM is the temporary storage space in the computer that helps place information so that it can execute the program and instructions given. Once a program is closed, the data is removed from RAM. The amount of RAM helps in determining the number of programs that can be run.

Browser

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The [web browser](#) is an application that helps render the source code of World Wide Web or web pages that can be used by the user. The information is rendered in understandable form for the user by the browser. The Microsoft Internet Explorer is an example of the browser.

Peripherals

The peripherals are the input devices that are connected to the machines. The keyboard, mouse and printer are computer peripherals. Some peripherals are important for the working of the machine and some are added components, without which one can work on the computer.

Networks

The network is a physical or logical construction that connects different computers together and helps them communicate. The [computer networking](#) is carried out through cabling or through wireless networking. The best example is the Internet that helps sites to connect on different computers.

Software

The instructions that are provided to the computer with step-by-step actions that help executing a specific task is a software. A computer cannot function without a software.

Sidebar--left or right hand vertical sections of the website. Usually contain links, extra information, etc.

Post--an entry written by web author

Page--an part of a website--connected and contained

Link--takes you to another website not part of original site

Widget--an application or component of website that allows you do a function. When making a website, it is an application you select and insert.