Proposal for Digital Communications
North Boone Middle School
2014-2015 School Year

Purpose:
Digital Communications is a course that will combine visual art theories, computer applications, and business techniques to empower students with the ability to analyze, critique, and create digital projects. As a result of this course, students will learn to be responsible digital citizens.

This course will educate students about their role in digital citizenship through the following themes: responsible ethical participation in online communities, the creation of a digital identity, the ethics of appropriation in terms of authorship and ownership of digital works.

Units of Study:
Unit 1: Participation in Online Communities: Upon completion of this unit, students will understand and be able to demonstrate knowledge of digital norms both in the online classroom as well as the general online community. During the course of this unit, students will establish and maintain a Google + Blogger account to be used to discuss general classroom happenings and as a tool for completing "bell ringers" and classroom "exit passes". Students will also use Audacity in order to produce podcasts. These podcasts will consist of book chats, discussions of classroom happenings, and a series of organizational skills podcasts that may be used as a teaching tool for younger students (Example: 6th graders about to enter the 7th grade).

Unit 2: Digital Modeling and Mapping: In this course of this unit students will learn to use digital tools in order to digitally outline/map a concept or idea. In addition, students will learn to create a multimedia "how-to" guide utilizing text, images, and video. These outcomes will be achieved through the use of Prezi online software.

Unit 3: Electronic Portfolios: During the course of this unit, students will learn why they should establish an electronic portfolio and how to establish an academic or professional web presence. Students will learn this as they begin to set up an academic portfolio in Weebly. Students will begin uploading the work they have completed in the preceding two units of study. Once the portfolio is established, students will continue to upload artifacts to it throughout the remainder of the course.

Unit 4: Digital Self-Expression: During the course of this unit, students will learn the basic concepts of digital photography, including: features of a digital camera, composing a shot, and creating portraits, landscapes, and abstract photos. In addition, students will learn how to manipulate images using Adobe Photoshop software. Some of the artifacts to be created include a photographic essay, a photo collage, and a book cover jacket.

Unit 5: Exploring the Globe Digitally: This unit will build on the skills learned in previous units as students use digital mapping software (Google Earth) in order to create an annotated geographic tour related to historic or current events. This tour will include photographs that illustrate the significance of a place and text annotations. During the course of the unit, students will set up a collaborative discussion board in Google Groups in order to encourage research and

discussion, as well as to gain different perspectives and information as they create their tours. In addition to the outcomes already described, students will complete this unit with a better understanding of the role that media and images play in influencing events in our society.

Unit 6: Designing in a 3D Digital Environment: In this unit, students will learn how to design a structure or environment that could conceivably be created in the physical world. Projects to be completed include designing the exterior of a house, a building, and an interior room within a house. These outcomes will be accomplished using Google Sketch-up. Students will complete this unit with a better understanding of the role that digital design software plays in helping engineers and designers in creating the structures that make up the 21st century physical world.

Software Needed:
The software needed for this course should not cost the district any additional money as the sites to be used are all free to users or are software that the district is already using.

Google+ Blogger accounts
Audacity
Prezi
Adobe Photoshop
Weebly
Google Earth
Google Sketchup

Hardware Needed:
This hardware would also be used in the Multimedia technology course. The following information is also included in the proposal for that course.
Sony Handycam HDR-CX240 camcorder with Flash Card ($229.99 x 10 = $2,299.90) Prices from CDW-G (CDW Part: 3235649)
Cyber Acoustics CVL 1064rb Microphone ($9.97 x 32 = $319.04) Prices from CDW-G (CDW Part: 3034153)

Budget:

Product	Cost
Software	$0
Sony Handycam HDR-CX240	$2,299.90
Cyber Acoustics CVL 1064rb Microphone	$319.04
Total	$2,618.94