

Texas Teacher's Edition

Technology Lessons for the Classroom

Lesson plans created for teachers... by teachers.

Digital Graphics & Multimedia

Volume 4
2nd Edition



DIM

**COVERS ALL
NEW TEKS
★ DIM ★**

Resources



PUBLISHER OF QUALITY EDUCATIONAL PRODUCTS

**Charlotte Haley
and René Fuller**

Project-based activities that reinforce graphic manipulation skills.

Digital Graphics & Multimedia

Volume 4: 2nd Edition

Texas Teacher's Edition

Use any software application including:

- Office applications
- Photo editing applications
- Video applications

Non-software-specific project lessons are learner-centered and encourage students to take responsibility for their own learning as they become engaged in the activities. Each lesson plan includes teacher and student instructions.

Lessons include:

- Bloom's Taxonomy
- Rubrics that are easy for students to understand
- A wrap-up reflection for students
- Beginner, Intermediate, and Advanced lessons
- Support of PDAS (Professional Development and Appraisal System – Domains I, II, and IV) goals as they incorporate "active, successful student participation in learning"

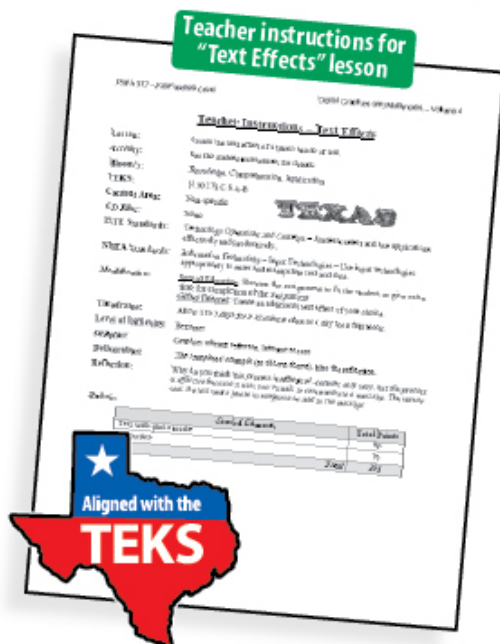
Features:

- Modifications for resource students as well as talented and gifted students
- Timeframe estimates allow teachers to plan ahead

Teacher edition resource CD includes:

- Teacher instructions
- Answer keys when applicable
- Teacher resources: examples, solution files, presentations to introduce specific topics, and Web sites
- Copies of all lessons in PDF and Word formats

These creative and innovative lessons are beneficial for teaching digital graphics and a variety of multimedia topics. Appropriate for a variety of classes, this collection of teaching resources is classroom tested and created by teachers for teachers. **Allows teachers to focus on teaching!**



Sample of projects:

- Animation
 - Lunar Eclipse
- Time Capsule
- What's The Next Line?
- Animated Logo
 - School Theme
- Career Research Tips
- Children's Book
- Collaboration with Web 2.0
- History's Greatest Leaders
- Netiquette
- On the Scene Reporter
- Podcasting and Presidents
- Print vs. Web Design
- Project Management and Planning
- Pulitzer Prize
- Résumé
- Shades of Me
- Storyboard a Fairy Tale
- Text Effects
- Thinking Inside the Box
- Video Editing
 - Freeze Frame
- Web Design
 - Retail Sports
- Who Am I?
 - Collage
- Wikis
- Guessing Game
- Interactive Career Portfolio

COVERS ALL NEW TEKS
★ DIM ★

What they're saying...

- "I have Digital Graphics & Multimedia Volumes 1 and 2. They are great and I use them every day. There is nothing else out there like them."
- "They are great and I use them every day. There is nothing else out there like them."
- "Your lesson plans have taken the stress away and I am really looking forward to teaching this year."



René Fuller

Decatur, Texas

Rene' Fuller is a CTE Specialist for Decatur High School in Decatur, Texas. She earned a B.B.A. in Management at the

University of North Texas and has been teaching for 18 years. For the last five years, she has presented workshops at local, state, and national conferences and conducted professional development workshops for various school districts.



Charlotte Haley

Bowie, Texas

Charlotte Haley is a Technology Coordinator and a Business

Education/Technology teacher at Gold-Burg ISD in Bowie, Texas. She earned an M.B.A. and an M.A. in Teaching along with a B.B.A. with an emphasis in Finance from Texas Woman's University and has been teaching for 5 years. For the last five years, she has presented workshops at local, state, and national conferences and conducted professional development workshops for various school districts.

Other available TLC titles:

- Office Applications: Volumes 1, 2 & 3
- Digital Graphics & Multimedia: Volumes 1, 2, & 3
- TLC Keys to Technology Literacy
- TLC Keys to Career Awareness



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TLC Digital Graphics & Multimedia Volume 4 - Texas



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800.877.0858 • FAX 541.349.0944

P.O. Box 70479 • Eugene, OR 97401

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Instructional PowerPoint Presentations on Content CD

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Color Theory.ppt
Design and Layout.ppt
Digital Video Production Basics.ppt
Internet Safety.ppt
Photography Technical Aspects.ppt
Principles of Web Design.ppt
Projects.ppt
Sound Files.ppt
Taking Good Photos.ppt

Activity Comparison

The following pages contain a sample activity from the **Student Project** book and **Teacher's Edition** book.

Facts about the Series:

Aligned with the TEKS (DIM)

1. Predominately graphic manipulation projects.
2. Not software specific.
3. Contains references to Photoshop but could be used with other graphics programs.
4. Projects range from manipulating photos, to creating original graphics, to altering clip art.

Student Instructions – Animated Logo – School Theme

Project: Create a logo for your school and animate the logo using animation software. *Be sure to read the directions before starting the project. It will save you time overall.*

Activity: Develop a logo for your school. For example, it could be letters, such as HHS, or it could be blocks with graphics or letters. The design should be original, but specific to your school. Use your school colors. Imagine this animation on the home page for your school website. It should depict school pride and school spirit.

1. Create a design.
2. Draw the elements using graphics software.
3. Include at least four elements.
4. Use your school colors.
5. Animate the elements and loop the animation.
6. Total time should not exceed 60 seconds.
7. You have four days to complete this project. Be creative!



Supplies: Graphics software and animation software

Deliverables: Your sixty second animation and the reflection.

Reflection: What are the advantages of using action scripting instead of tweening?
Use the Internet or your textbook to find the answer.

How your grade will be calculated:

| Graded Elements | Total Points |
|------------------------|--------------|
| Sixty second animation | 50 |
| Four graphic elements | 8 |
| School colors | 10 |
| Looped animation | 10 |
| Creativity | 12 |
| Reflection | 10 |
| Total | 100 |

Teacher Instructions – Animated Logo – School Theme

- Lesson:** Create a logo for your school and animate the logo using animation software.
- Activity:** See the student instructions for details.
- Bloom's:** Knowledge, Comprehension, Application
- TEKS:** §130.278.C.11.A-C
- TAKS:** Non-specific
- PDAS:** Domain I: Active, Successful Student Participation in the Learning Process
Domain II: Learner-Centered Instruction
- Content Area:** Non-specific
- CD Files:** None
- ISTE Standards:** Technology Operations and Concepts – Students select and use applications effectively and productively.
Creativity and Innovation – Students create original works as a means of personal or group expression.
- NBEA Standards:** Information Technology – Input Technologies – Use input technologies appropriately to enter and manipulate text and data.
- Modification:** Special Education: Shorten the assignment to fit the student or give extra time for completion of the assignment.
Gifted/Talented: Add complexity to the animation in any form that you choose.
- Timeframe:** Allow 4 days for a 50-minute class or 2 days for a full block.
- Level of Difficulty:** Intermediate
- Supplies:** Graphics software and animation software
- Deliverables:** The sixty second animation and the reflection.
- Reflection:** What are the advantages of using action scripting instead of tweening? Use the Internet or your textbook to find the answer. *Answer: You can accomplish most of the same tasks with scripting and it can be replicated easily for the next project.*



Rubric:

| Graded Elements | Total Points |
|------------------------|--------------|
| Sixty second animation | 50 |
| Four graphic elements | 8 |
| School colors | 10 |
| Looped animation | 10 |
| Creativity | 12 |
| Reflection | 10 |
| Total | 100 |

Student Instructions – Pulitzer Prize

Project: Research five people who have won the Pulitzer Prize and create five trading cards.
Be sure to read the directions before starting the project. It will save you time overall.

Activity: Create a trading card for five people who have won the Pulitzer Prize. You may use the trading card template provided or create your own. Print the front, then turn it over and print the back. If you have problems with two-sided printing, print the front and back separately, cut them out and paste together or laminate.

Use the following website for information: <http://www.pulitzer.org/>

- On the front of the trading card, import a photo and add the person's name.
- On the back of the trading card, add the following information.
 - ❖ Why they won the prize
 - ❖ Country of origin
 - ❖ Date of birth and death
 - ❖ One other fact



Supplies: Internet and graphics software

Deliverables: Your five trading cards with front and back, plus the reflection.

Reflection: What is the Pulitzer Prize? When was it created?

How your grade will be calculated:

| Graded Elements | Total Points |
|--|--------------|
| Five trading cards printed front and back – 10 points each | 50 |
| Photo with correct name | 20 |
| Correct information on back of card – 4 facts for each card – 1 point each | 20 |
| Reflection | 10 |
| Total | 100 |

Teacher Instructions – Pulitzer Prize

- Lesson:** Research five people who have won the Pulitzer Prize and create five trading cards.
- Activity:** See the student instructions for details.
- Bloom's:** Knowledge, Comprehension, Application, Analysis
- TEKS:** §130.278.C.6.D
- TAKS:** **English Objective 1:** The student will demonstrate a basic understanding of culturally diverse written texts.
- PDAS:** Domain I: Active, Successful Student Participation in the Learning Process
Domain II: Learner-Centered Instruction
- Content Area:** English
- CD Files:** Template
- ISTE Standards:** Creativity and Innovation – Students create original works as a means of personal or group expression.
- NBEA Standards:** Information Technology – Input Technologies – Use input technologies appropriately to enter and manipulate text and data.
- Modification:** Special Education: Shorten the assignment to fit the student or give extra time for completion of the assignment.
Gifted/Talented: Who administers the Pulitzer Prize? *Answer: Columbia University in New York City.*
- Timeframe:** Allow 2 to 3 days for a 50-minute class or 2 days for a full block.
- Level of Difficulty:** Intermediate
- Supplies:** Internet and graphics software
- Deliverables:** The five trading cards with front and back, plus the reflection.
- Reflection:** What is the Pulitzer Prize? *Established by Joseph Pulitzer, it is regarded as the highest national honor in print journalism.*

When was it created? *Joseph Pulitzer left the money to Columbia University in 1911 upon his death and the first prize was awarded in 1917.*



Rubric:

| Graded Elements | Total Points |
|--|--------------|
| Five trading cards printed front and back – 10 points each | 50 |
| Photo with correct name | 20 |
| Correct information on back of card – 4 facts for each card – 1 point each | 20 |
| Reflection | 10 |
| Total | 100 |

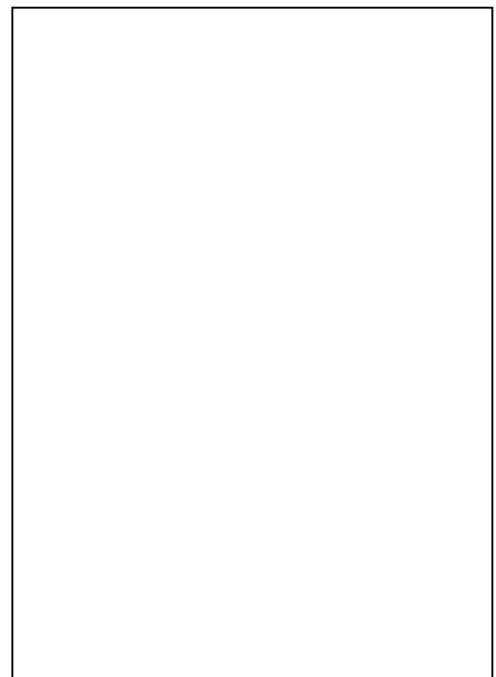
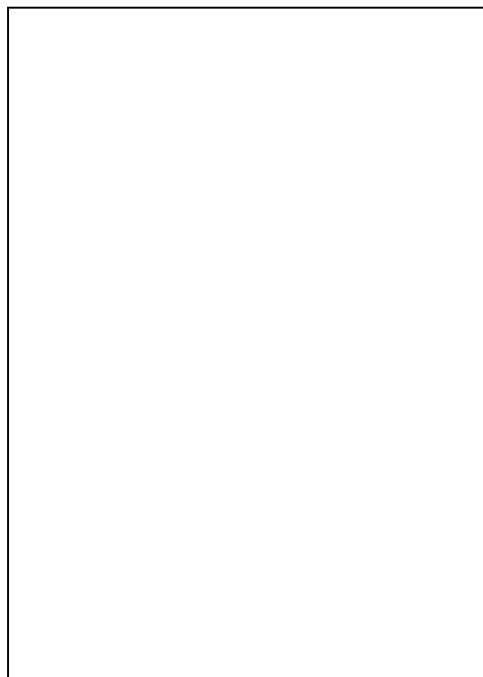
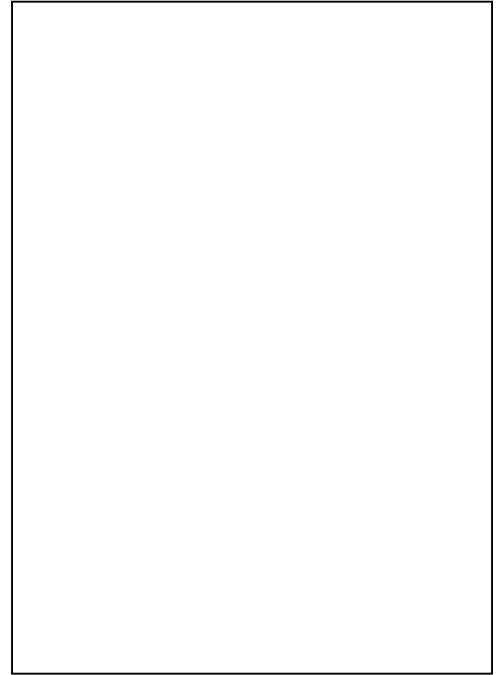
Trading Cards Template

Place Photo on front and
Information on back

3½”
height

x

2½”
width



| Application | Name of Lesson | Level | New TEKS - D.I.M. | Page Number |
|--------------------------|----------------------------------|--------------|-------------------|-------------|
| Animation | Animation - Halloween | Beginner | §130.278.C.11.A-C | 27 |
| Animation | Animation – Lunar Eclipse | Beginner | §130.278.C.11.A-C | 29 |
| Animation | Animation – Stickman Basketball | Beginner | §130.278.C.11.A-C | 31 |
| Animation | Animated Logo – School Theme | Intermediate | §130.278.C.11.A-C | 61 |
| Animation | Animation - All About Time | Intermediate | §130.278.C.11.A-C | 63 |
| Animation | Animation - Aquarium | Intermediate | §130.278.C.11.A-C | 65 |
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| Animation | Animation – Name of Business | Intermediate | §130.278.C.11.A-C | 69 |
| Animation | Create a Maze | Intermediate | §130.278.C.11.c | 95 |
| Audio Editing | Podcasting | Intermediate | §130.278.C.10.a-f | 131 |
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| Desktop Publishing | Notebook Customization | Intermediate | §130.278.C.6.d | 121 |
| Digital Graphics Editing | Cool Logo | Intermediate | §130.278.C.6.a-d | 93 |
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| Graphics | Time Capsule | Beginner | §130.278.C.7.C | 49 |
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| Graphics and Word Processing | Children's Book | Intermediate | §130.278.C.6.D | 83 |
| Internet – Word Processing | Web Quest – Color Theory | Intermediate | §130.278.C.5.F | 211 |
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