



School District of Marshfield Course Syllabus

Course Name: eTechnologies

Length of Course: Semester

Credit: 1/2 Credit

Program Goal:

Empower learners to be college and career ready through standards-based experiences in the classroom and career-based learning experiences with business and industry partners. Design and implement educational experiences for creating a skilled, knowledgeable, and productive workforce. Learners will engage in competencies that enable them to stay up-to-date with evolving skills as they pursue careers directly out of high school, as technical school degree earners, or as university graduates. Our goal is to develop critical thinkers and collaborative problem solvers, providing connections to the issues and challenges facing our local, regional, and global economies.

Course Description:

Explore the digital side of life! **eTechnologies** will prepare students to discover and develop personal and professional skills and materials through the exploration of Web 2.0 technologies such as Social Media, video and presentation-making skills, web-based web development, photo-editing, presentations, and simple computer programming. This course is designed to be an introductory course for Web Design, Computer Programming and other technology-based courses. Career options in information technology (IT) will also be reviewed. This course is the gateway to many other IT pathway courses.

Wisconsin Standards for Information & Technology Literacy (ITL)	
Empowered Learner	
EL1: Students leverage digital tools and strategies to take an active role in choosing and achieving their learning goals.	
Set goals and reflect. EL1.a	1.a.7.h: Create and articulate personal learning goals and develop strategies leveraging the most effective digital tools to achieve those goals. 1.a.8.h: Utilize digital tools to reflect on the learning process, including successes, areas of improvement, and then make necessary revisions and adjust goals for future learning.
Create personalized learning environment. EL1.c	1.c.4.h: Prioritize digital tools to customize personalized learning environments in ways that maximize the learning process.
EL2: Students understand the fundamental concepts of technology operations and demonstrate the ability to choose, use, and troubleshoot current technologies.	
Understand and apply functions and operations. EL2.a	2.a.4.h: Assess the fundamental concepts of digital tool operations, demonstrate the ability to choose, use and troubleshoot current digital tools.
EL3: Students are able to transfer knowledge to explore emerging technologies.	
Transfer knowledge to emerging technology. EL3.a	3.a.4.h: Investigate the creation of new technologies.
Digital Citizen	
DC1: Students recognize the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world.	
Cultivate and manage digital identity and reputation. DC1.a	1.a.11.h: Choose information to post online that positively affects personal image and future college and career opportunities.
Manage personal data to maintain digital privacy and security. DC1.b	1.b.12.h: Develop strategies to guard against malicious threats including viruses, phishing, and identity theft, and recognize the importance of security protocols.
DC2: Students will demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.	
Use information, media and digital resources in a responsible manner. DC2.a	2.a.4.h: Assess the need for different information policies and user agreements in a variety of settings (i.e. workplace, school, government).
Recognize the rights and responsibilities of intellectual freedom in a democratic society. DC2.c	2.c.10.h: Understand the importance of equitable access to information and recommend strategies for ensuring others have equitable access to information, media, resources, and technology. 2.c.11.h: Demonstrate positive and responsible communications in digital communities.
Knowledge Constructor	

KC1: Students critically curate a variety of digital tools and diverse resources.	
Evaluate the accuracy, perspective, credibility, and relevance of information, media, data or other resources. KC1.b	1.b.8.h: Select information that is related to a problem or question while using formats and genre most appropriate to the content. Establish criteria in judging the information in this process.
Curate information from digital resources. KC1.c	1.c.4.h: Locate, collect, and evaluate resources and curated collections from a variety of sources and organize content into themes in ways that are coherent and shareable to multiple audiences.
Innovative Designer	
ID2: Students use a variety of technologies within a design process to create new, useful, and imaginative solutions.	
Know and use a deliberate design process for generating ideas, testing theories, and creating innovative artifacts and solutions. ID2.a	2.a.4.h: Select and use a deliberate design process for generating ideas, testing theories, and creating innovative artifacts.
Computational Thinker	
CT1: Students develop and employ strategies for understanding and solving problems.	
Break problems into smaller parts, identify key information, and develop descriptive models. CT1.c	1.c.4.h: Evaluate the problem solving process and algorithms of others, and synthesize this information to create the most effective and efficient way to solve an authentic problem.
Creative Communicator	
CC1: Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats, and digital media appropriate to their goals.	
Choose appropriate platforms and digital tools. CC1.a	1.a.4.h: Evaluate and determine appropriate platforms and digital tools to create, communicate, and share content effectively with an authentic audience.
Communicate effectively using a variety of digital tools. CC1.c	1.c.4.h: Utilize digital tools to analyze, modify, and communicate complex ideas, data, and solutions to an authentic audience.
Global Collaborator	
GC1: Students use digital tools to broaden their perspectives and enrich their learning with culturally responsive practices by collaborating and working effectively with local and global teams.	
Use digital tools to connect with learners from a variety of backgrounds and cultures. GC1.a	1.a.4.h: Use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.
Wisconsin Standards for Computer Science (CS)	
Algorithms and Programming	
AP1: Students will recognize and define computational problems using algorithms and programming.	

Develop algorithms. AP1.a	1.a.8.h: Analyze a problem, and then design and implement an algorithmic solution using sequence, selection and iteration.
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Key Vocabulary:			
blogging	ethics	privacy	posting
identity theft	monetization	HTML	thread
rule of thirds	visual literacy	pan shot	auto exposure
syntax	intellectual property	talent release	fair use
slander	libel	PSA	production
storyboard	avatar	blogosphere	sidebar
widget	platform	aspect ratio	layering
gradient	resolution	jpeg	png
bumper music	host	tag line	teaser
mp4	segment	RSS feed	subscribe
HTML	tags	code	domain
audience	theme	transitions	flow
algorithm	argument	array	assignment
bug	class	comment	constant
declaration	execute	function	instance
iterate	loop	method	procedure
copyright infringement	type	variable	

Topics/Content Outline- Units and Themes:

Quarter 1:

- Photo-Editing, Video-Editing, Social Media
 - Photo Editing (online tools) (3.5 weeks)
 - Video Editing (online tools/iPad) (3.5 weeks)
 - Social Media (2 weeks)
 - Evaluations (on-going)

Quarter 2:

- HTML, Web Design, Presentation, Evaluations
 - HTML code (w3schools) (2.5 weeks)
 - Programming (coding) (2 weeks)
 - Web Design (weebly, wix, webnode, other online tools) (3 weeks)
 - Presentation (online tools) (1.5 week)
 - Evaluations (on-going)

Primary Resource(s):
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