

## TTUISD - TEKS Tracker

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Author ___Cynthia Miller_____	Submission Date ___/___/___					
Evaluator_____	Evaluation Date ___/___/___					
<b>TTU Course: Digital and Interactive Media (DIMED 1B) v.1.0, Second Semester</b>						
<b>TEKS: §130.278. Digital and Interactive Media (One-Half to One Credit).</b>						
<b>TEKS Requirement (Secondary)</b>		<b>Sem. B</b>	<b>Lesson &amp; Assignment Number</b>	<b>Textbook Chapter/Page #</b>	<b>Bloom's Taxonomy</b>	
<b>§130.278. Digital and Interactive Media (One-Half to One Credit).</b>						
(a) General requirements. This course is recommended for students in Grades 10-12. Recommended prerequisite: Principles of Information Technology.						
(b) Introduction. Through the study of digital and interactive media and its application in information technology, students will analyze and assess current and emerging technologies, while designing and creating multimedia projects that address customer needs and resolve a problem. Students implement personal and interpersonal skills to prepare for a rapidly evolving workplace environment. The knowledge and skills acquired and practiced will enable students to successfully perform and interact in a technology-driven society. Students enhance reading, writing, computing, communication, and critical thinking and apply them to the information technology environment.						
<b>(c) Knowledge and skills.</b>						
<b>(1) The student demonstrates the necessary skills for career development, maintenance of employability, and successful completion of course outcomes. The student is expected to:</b>						
(A) identify and demonstrate positive work behaviors that enhance employability and job advancement such as regular attendance, promptness, attention to proper attire, maintenance of a clean and safe work environment, appropriate voice, and pride in work;		<b>B</b>				Evaluate
(B) identify and demonstrate positive personal qualities such as flexibility, open-mindedness, initiative, listening attentively to speakers, and willingness to learn new knowledge and skills;		<b>B</b>				Evaluate
(C) employ effective reading and writing skills;		<b>B</b>	Unit I--Assignments			Create
(D) employ effective verbal and nonverbal communication skills;		<b>B</b>				Create
(E) solve problems and think critically;		<b>B</b>	Unit I--Assignments			Create
(F) demonstrate leadership skills and function effectively as a team member;		<b>B</b>				Create
(G) identify and implement proper safety procedures;		<b>B</b>				Create
(H) demonstrate an understanding of legal and ethical responsibilities in relation to the field of information technology; and		<b>B</b>	Unit I--Assignments			Analyze
(I) demonstrate planning and time-management skills such as project management and storyboarding.		<b>B</b>	Unit II--Project			Create
<b>(2) The student identifies employment opportunities in the information technology field with a focus in the area of interactive media. The student is expected to:</b>						
(A) identify job opportunities and accompanying job duties and tasks;		<b>B</b>				Create
(B) research careers of personal interest along with the education, job skills, and experience required to achieve personal career goals;		<b>B</b>				Create
(C) examine the role of certifications, resumés, and portfolios in the information technology profession; and		<b>B</b>				Create
(D) create a portfolio.		<b>B</b>				Create
<b>(3) The student uses emerging technologies to exchange and gather information and resources. The student is expected to:</b>						
(A) collaborate using various electronic technologies such as email, blogs, chat rooms, discussion threads, and wikis;		<b>B</b>	Unit I-III--eGuide Readings, Assignments, Projects			Create
(B) use Internet resources for research purposes; and		<b>B</b>	Unit I-III--eGuide Readings, Assignments, Projects			Create
(C) research technologies that have surfaced within the last three years in the area of interactive media.		<b>B</b>	Unit I-III--eGuide Readings, Assignments, Projects			Create
<b>(4) The student complies with standard practices and behaviors that meet legal and ethical responsibilities. The student is expected to:</b>						
(A) examine copyright and fair use guidelines in the digital media industry;		<b>B</b>				Create

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(B) model ethical and legal acquisition of digital information, including the correct citing of sources through the use of established methods; and	B			Create
(C) demonstrate proper netiquette and acceptable use policies when using networks.	B			Create
<b>(5) The student analyzes and applies design and layout principles. The student is expected to:</b>				
(A) compare and contrast printed and digital communications products that demonstrate appropriate and inappropriate use of design and layout principles;	B	Unit I--Assignments		Evaluate
(B) identify and use perspective such as backgrounds, light, shades, shadows, and scale to capture a focal point and create depth;	B	Unit I--Assignments		Evaluate
(C) identify and use principles of proportion, balance, variety, emphasis, harmony, symmetry, unity, and repetition in type, color, size, line thickness, shape, and space;	B	Unit I--Assignments		Evaluate
(D) identify and use three-dimensional effects such as foreground, middle distance, and background images;	B	Unit I--Assignments		Apply
(E) identify and use typography;	B	Unit I--Assignments		Understand
(F) identify and use color theory; and	B	Unit I--Assignments		Understand
(G) recreate and improve existing multimedia products by applying the appropriate design and layout principles.	B	Unit I--Assignments		Create
<b>(6) The student designs and creates digital graphics. The student is expected to:</b>				
(A) compare and contrast the characteristics of raster-based bitmap graphics and vector-based graphics;	B	Unit I--Assignments		Evaluate
(B) demonstrate appropriate file storage and file size management skills;	B	Unit I--Assignments		Create
(C) recognize the various file extensions used in digital and interactive media such as compression, conversion, and use and modification;	B	Unit I--Assignments		Understand
(D) identify and choose appropriate software applications for specific digital media types such as photo, graphics, video, audio, and animation editing software; and	B	Unit I--Assignments		Understand
(E) differentiate between the color mode selections in determining product output.	B	Unit I--Assignments		Create
<b>(7) The student demonstrates appropriate use of digital photography equipment and techniques. The student is expected to:</b>				
(A) demonstrate proper use of safety procedures while using digital photography equipment;	B	Unit I--Assignments		Evaluate
(B) capture still shot images using digital photography equipment incorporating various photo composition techniques such as lighting, perspective, candid versus posed, rule of thirds, and level of horizon;	B	Unit I--Assignments		Create
(C) transfer still shot images from equipment to the computer; and	B	Unit I--Assignments		Create
(D) demonstrate photographic enhancement techniques such as feathering, layering, masking, and color enhancement using appropriate digital manipulation software.	B	Unit I--Assignments		Create
<b>(8) The student demonstrates appropriate use of digital graphics. The student is expected to:</b>				
(A) create and modify digital graphics using appropriate vector-based and raster-based software following standard design principles; and	B			Create
(B) export and set graphics to be used in both print and digital formats.	B			Create
<b>(9) The student demonstrates appropriate use of video equipment and techniques. The student is expected to:</b>				
(A) demonstrate proper use of safety procedures while using digital video equipment;	B	Unit II--eGuide Readings, Online Resources, Assignments		Create
(B) demonstrate proper use of terminology in relation to video technology;	B	Unit II--eGuide Readings, Online Resources, Assignments		Create
(C) demonstrate proper use of digital video photography equipment to capture video images;	B	Unit II--eGuide Readings, Online Resources, Assignments		Create
(D) transfer video images from equipment to the computer;	B	Unit II--eGuide Readings, Online Resources, Assignments		Create

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(E) demonstrate videographic enhancement and editing techniques such as panning, transitions, zooming, content editing, and synchronizing audio and video using appropriate digital manipulation software; and		B	Unit II--eGuide Readings, Online Resources, Assignments		Create
(F) export video files in digital formats to be used in various delivery systems such as podcasting, downloadable media, and streaming.		B	Unit II--eGuide Readings, Online Resources, Assignments		Create
<b>(10) The student demonstrates appropriate use of audio equipment and techniques. The student is expected to:</b>					
(A) demonstrate proper use of safety procedures while using digital audio equipment;		B	Unit II--Slide Presentations, Assignments, Online Resources		Evaluate
(B) demonstrate proper use of terminology and concepts in relation to audio technology;		B	Unit II--Slide Presentations, Assignments, Online Resources		Evaluate
(C) demonstrate proper use of digital audio equipment to capture audio files;		B	Unit II--Slide Presentations, Assignments, Online Resources		Create
(D) transfer audio files from equipment to the computer;		B	Unit II--Slide Presentations, Assignments, Online Resources		Create
(E) demonstrate proper use of audio editing software such as adding effects, fading, volume control, and manipulation of waveforms using appropriate digital manipulation software; and		B	Unit II--Slide Presentations, Assignments, Online Resources		Create
(F) export audio files to be used in digital formats in various delivery systems such as podcasting, downloadable files, and streaming.		B	Unit II--Slide Presentations, Assignments, Online Resources		Create
<b>(11) The student demonstrates appropriate use of animation. The student is expected to:</b>					
(A) use the principles of motion graphics such as frames and key frames, integration of audio into an animation, and user interactive controls;		B	Unit III--Online Resources/Tutorial, Assignments		Create
(B) create and modify a linear and a nonlinear animation using appropriate software following standard design principles; and		B	Unit III--Online Resources/Tutorial, Assignments		Create
(C) export and set animation to be used in various digital formats and on various video animation players.		B	Unit III--Online Resources/Tutorial, Assignments		Create
<b>(12) The student demonstrates appropriate project management in the creation of digital media projects. The student is expected to:</b>					
(A) develop a plan for a media project such as a storyboard, stage development, and identification of equipment and resources; and		B	Units I-III--Assignments		Create
(B) evaluate a project plan along its timeline and make suggested revisions until completion of the project.		B	Units I-III--Assignments		Create
<b>(13) The student deploys digital media into print, web-based, and video products. The student is expected to:</b>					
(A) incorporate video, audio, text, graphics, and motion graphics into an existing web page;		B	Units I-III--Assignments		Create
(B) incorporate various digital media into a printed document such as a newsletter, poster, or report;		B	Units I-III--Assignments		Create
(C) develop an interactive medium such as a compact disk or digital video disk to display video, audio, and animation products; and		B	Units I-III--Assignments		Create
(D) collect and organize student created products to build an individual portfolio.		B	Units I-III--Assignments		Create

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Source: The provisions of this §130.278 adopted to be effective August 23, 2010, 34 TexReg 5934.					