



COURSE SYLLABUS
Academy Computer Animation/Web Design
Teacher: Mrs. Emrick
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Tutorials on Mondays after school & often open at lunch

BTA Mission Statement: Students in the Business Technology Academy will acquire the skill sets necessary to succeed in the 21st Century work force

Course Objectives/Description

**** Passing both semesters of this class with a grade of “C” or higher also earns you college credit (in addition to the credit you received last year in Computer Applications 1). You will receive this certificate at your Academy Graduation**

Content Standards (semester 1):

1. Begin Mentor Program
2. Google Docs and Google Classroom – used for group assignments and posting information
3. This is a project-based course where students will generate their own creative content for print and electronic publication using the following software applications and skills that will be taught:
 - a. Learn Adobe CS6 Photoshop – Students learn drawing tools, creating & editing graphics, editing out the background of objects, text tools with warp shapes and style colors, various additional enhancement features, layering of many objects within a single scene and saving in various file formats for different uses (jpg, png, gif, psd, etc). They will also learn the correct resolution for various digital images and basic properties of RGB, CMYK and WEB color. They will learn the following Graphic Design Principals: Balance, Proximity, Alignment, Unity, Emphasis and Rhythm and the difference between Raster and Vector images.
 - b. Learn Adobe CS6 Illustrator - Students will learn how to use various drawing tools, borders, symbols, writing tools, add graphics edited in Photoshop, layering, grouping objects, editing objects & photos, etc to create attractive flyers, invitations, brochures, etc.

Content Standards (semester 2):

1. Continue with Mentor Program
2. This is a project-based course where students will generate their own creative content for print and electronic publication using the following software applications and skills that will be taught:
 - a. Learn Adobe CS6 Flash (digital animation) – Students will learn the difference between vector and raster graphics and the advantages of using each, learn how to use various drawing and animation tools, how to use layers and timelines, animate with frames, keyframes, Shape Tweens, Classic Tweens, Motion Tweens, morphing, and how to insert sound into their animation, stop sound and stop animation Action Script coding.
 - b. Learn Adobe CS6 Dreamweaver - Students will learn how to create various web pages, create, edit and enhance tables, insert/embed graphics, movies and YouTube videos, incorporate their Photoshop, Illustrator and Flash designs into their website. They will also learn how to link to pages within their website and to other websites, to link graphics, movies, and YouTube videos, and how to insert sound into their website.\
 - c. 3D Printing – Software and Hardware to download, edit & print 3D objects
 - i. Introduction to searching for & downloading 3D objects, editing & scaling them to size. Learning how to set up the 3D printer, maintain it and monitor it's printing.

Expected School-wide Learning Results

Woodside High School fosters the “8 Conditions” of student success: Belonging, Heroes, Sense of Accomplishment, Fun and Excitement, Curiosity and Creativity, Spirit of Adventure, Leadership and Responsibility, Confidence to Take Action.

Common Core / state Framework Standards

Woodside High School offers a comprehensive, standards-based program of study. Particular emphasis will be placed on the following standards:

CTE Curriculum Standards

- ◆ 4.0 –Students know how to use contemporary and emerging technological resources in diverse and changing personal, community, and workplace environments.
- ◆ 4.1 – Understand past, present, and future technological advances as they relate to a chosen path.
- ◆ 4.2 – Understand the use of technological resources to gain access to, manipulate, and produce information, products, and services.
- ◆ 4.3 – Understand the influence of current and emerging technology on selected segments of the economy.

- ◆ 4.4 – Understand effective technologies for Web site development and Internet usage.
- ◆ 10.0 – Students understand the essential knowledge and skills common to all pathways in the Information Technology sector.
- ◆ 10.1 – Know how to use a variety of business and industry-standard software and hardware, including major proprietary and open standards.
- ◆ 10.6.1 – Understand the interrelationships between hardware components and supportive software.

Textbooks

The course will be taught using web resources and from the following books:

The Web Collection Revealed, Premium Edition (Adobe Dreamweaver, Flash & Photoshop, Illustrator)

Required Materials to bring to class every day

- Pen or Pencil for note taking
- Academy Binder with dividers (including one for Computer Applications). All printed and graded assignments and handouts, including this syllabus, must be 3 hole punched and put in this section of your binder.
- Planner & SSR reading book
 - I will check students on a regular basis to make sure they have all the above materials and points will be awarded that will calculate into your grade for this class
- (All textbooks will be kept in the classroom)

Homework

No specific homework will be assigned, however, students who fall behind in daily class work will be expected to come in after school to make up missed or incomplete assignments.

Grading Policy

The point system is used for all assignments and your grade is based on the following areas:

- ✓ Class participation & cooperation; daily assignments, quizzes; 3 hours of community service hours per quarter but up to 8 hours per semester if student works to receive 2 extra credit hours (can be completed through the Academy, elsewhere on campus or off campus if previously approved by the Academy guidelines, all of which will require a signature from your supervisor) and the final exam at the end of each semester.
- ✓ Most assignments are worth 100 points but larger assignments are weighted heavier
- ✓ Partially finished work will not be accepted. Creativity will be important.
- ✓ Many assignments will be graded on screen.
- ✓ All work done on the computer must be saved in the student's home drive on the school's file server and should not be deleted. It will serve as a portfolio of their work.
- ✓ Grading Categories: Assignments: 60%, Tests 15%, Mentor Program 15%, Preparedness for class 5%, Service Hours 5%, (Business dress= 5% embedded in assignment)

Late Work Policy

Final due dates for all assignments will be posted and announced. Staying caught up is the key to success in this class.

Classroom Policies/Guidelines

- This is a business class and we will all work in a business like environment. This means it is required that all students have mutual respect towards each other, the teacher, any substitute teacher and visitors. You must speak and act in a business-like manner that includes speaking in an inside voice, no cuss words, no teasing and no put-downs.
- It is a district policy that no food, gum or drinks be allowed in the classroom. This is especially important in this room in order to protect the equipment. For this reason, please finish anything you are eating or drinking before entering the room and before the final bell rings.
- Cheating will not be tolerated. All students must do their own work. No student is allowed to give work to another student for any reason. All work turned in must also be found in the students' computer folder and turned in work must match for work in the folder exactly. This class follows Woodside's Academic Integrity Policy which includes all assignments deemed as cheating will be assigned a grade of zero and the incident will be reported to the Administration Office.
- "Business Dress" for class presentations, mentor activities, field trips, special events.
- No hats or hoods may be worn in class at any time.

Bathroom Passes

Students will be issued a total of 8 bathroom passes per semester to be used in any Academy class. At the end of each semester, student may turn in any unused passes to the teacher of their choice for extra credit points (maximum of 3 passes turned into any one teacher). Students who leave for the bathroom without a pass will earn 1 after school detention.

Attendance and Tardy Policy

- Attendance – Missing class can mean not earning credit. Please refer to your school handbook for the details. Additionally, unexcused absences negatively affects students’ participation grade.
- Tardies - Students should be in their seats and ready to work when the bell rings. If you are late, complete the sign-in sheet located at the back of the classroom with the date and time you arrived. Woodside’s school wide tardy policy applies. This means that your 4th tardy of the semester results in a one hour after school detention in Room E-17 and each tardy after that results in another after school detention. Additionally, tardies negatively affects students’ participation grade.

Cell Phone & Music Device Policy

Woodside’s school wide cell policy applies. This means that if a cell phone is seen, rings, or used by the student in any way, the phone will be taken by the teacher and given to Administration. Administration will assign you one or more after school detentions to be served before your phone is returned. If a student refuses to turn over their phone to the teacher, campus security will be called and a referral will be written.

I have read and understand Mrs. Emrick’s course syllabus, which details the course rules and expectations. I agree to adhere to these rules and expectations.

Student Signature

Parent/Guardian Signature

Print Student’s Name

Date

Date

Has a school Tech Release form been signed: **Yes** **No** Parent, please sign: _____