

Score 0

Timer 10

COLLABORATION

CREATIVITY

COMMUNICATION

PROBLEM SOLVING



9DIT
2017

DIGITAL INFORMATION TECHNOLOGY



OBJECTIVES



Problem solving - unpack problems to effectively generate solutions



Apply critical thinking - learn the processes to develop solutions, research, analyse and evaluate.



Use Creativity - explore the uses on Design Principles/ Elements for use in own creative Digital Media outcome.



Communicate - interact with other students to obtain stakeholder feedback.



Teamwork - work together as a team to collaborate on group design tasks.



Manage Information - create different Digital Media Types to integrate into Digital Media outcomes.



Be a Digital Citizen - learn legal, moral, ethical Digital Information Technology issues.

TECHNOLOGIES



Google
Use Gmail Mail, Docs and Drive. Effectively search for information and understand copyright and ethics.



Microsoft Access
Use Access to create a flat-file Database with queries.



HTML5
Use Notepad++ and neocities to write your own code to produce basic web pages.



Microsoft Excel
Use Excel to create a spreadsheet with graphs.



SCRATCH
Use scratch to create your own programs. A great introduction to computer science concepts.



Photoshop
Photoshop will be used alot to format and manipulate files needed for your digital media outcomes.



Illustrator
Create your own vector graphics, logos and icons for your digital media outcomes.

ASSESSMENTS

1

Digital Citizenship
Students explore a range issues relating to best and safe practices when using the internet.

2

Databases
Use microsoft access to create a simple database which includes a form and queries.

3

HTML
Create a simple web page using Notepad++ and understand a range of internet terminologies.

4

Excel
Be able to create a spreadsheet with basic formulars. Produce a graph to present your data.

5

Scratch
Be able to follow a simple scratch tutorial to create your own program which includes a variable and loops.

6

Photoshop
Use Photoshop to manipulate text, images and graphics to produce an adventure tourism flyer.

7

Illustrator
Get together in groups to create your own Ice Cream Company. Using a range of software learnt in the year.

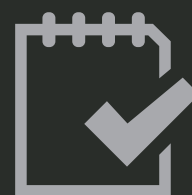
9DIT
2017

DIGITAL INFORMATION TECHNOLOGY



HOMEWORK

Homework will be set when it is necessary and appropriate to support class work and it is imperative that it is completed. Students will make use of their Google drive account and the school E2learn site to access work at home. School email and Google documents will be explained early on in Term 1.



ASSESSMENTS

Topic assessments are graded and awarded as Excellence, Merit, Achieved, Not Achieved. Pre-assessment will be carried out to establish existing student skill levels. A portfolio of student's work will be maintained (Google Site). Self assessment and peer assessment will be encouraged.



FUTURE COURSES/CAREERS

Success on this course would allow entry to the DIT10 course. Due to the demand for the DIT10 course, students from Year 9 DIT must have an Achieved or above in at least 75% of their Year 9 DIT assessments, to ensure space for students who did not have a chance to complete Year 9 DIT.



SPECIFIC LEARNING OBJECTIVES

Students should be able to:

- Enter and compose text efficiently and effectively.
- Demonstrate design skills within a range of industry software applications.
- Demonstrate basic knowledge of computer science concepts.
- Use software applications to solve problems as identified in a technological brief.
- Demonstrate logical File Management and efficient use of Standard Operating Procedures.
- Become a powerful user of a range of software applications.



COURSE COSTS

One 40 page clear-file folder, 1E4 - 7mm Quad Book 28 pages, pen, pencil, eraser, ruler and a set of headphones (ear plugs). Students are expected to file all work in a well-organised clear-file folder. Also credit on their Papercut account for printing assessments.

