

Computer Department

Technology Project PC

Description:

FUN, ENGAGING ACTIVITIES TO HOOK STUDENT INTEREST.

DESIGNED FOR BEGINNERS, THESE COMPUTER LESSONS TEACH ABOUT MOUSE SKILLS, COMPUTER PARTS, INPUT AND OUTPUT, KEYBOARDING, AND COMPUTER CARE.

Beginners are able to learn essential computer skills through Microsoft Paint and finally earn a Computer Operator License.

Technology Project Artist

Description:

In this project, students create digital art using Microsoft Paint. To awaken artistic inspiration students study famous artwork. They then use graphic art tools to paint like Picasso, create a landscape in the impressionist style, produce a geometric design that is a tribute to modern art, and draw a pet portrait.

Technology Project Book

Description:

Students create storybooks. They use Microsoft word template that have a customized Quick Access Toolbar to learn essential word processing skills. Students use the templates to learn how to use the keyboard to write sentences that have a capital letter space, and a period. As well, they learn how to insert, size and move clip art to illustrate story page. At the end of the project, students apply their knowledge to write a story entitled, A About Me.

Technology Project City

Description:

Students will now utilize Microsoft PowerPoint to make a multimedia report that describe facts about their community.

Technology Project Animal

Description:

Students create a multimedia report about animal. Using various resources, they gather facts about diet, habitat, appearance, young, and threats of their selected animal. Afterwards, these facts are organized onto slides. Animation and transitions are applied to the slide show to create an interesting and informative presentation.

Technology Project Cop

Description:

Make a police badge and wanted posters. Solve silly crimes like the Case of the Cookie Crook and the Blank Screen Bandit.

Technology Project Biz

Description:

AUTHENTIC SPREADSHEET LESSONS FOR KIDS: Students build technology skills with a real-world task: how to improve declining sales at a candy company. The inquiry approach engages children and provides a meaningful and highly motivating learning opportunity.

Technology Project Hero

Description:

Student present information about their personal hero. This person must be someone who has made a significant contribution that has positively influenced others. Using the internet, they gather facts to create a profile of their help. This information is arranged on slides to produce a multimedia presentation.

Technology Project Sales

Description:

Students plan a bake sale to raise money. This task requires them to investigate food preferences and analyze financial data to make decisions about the fundraiser by using mathematics.

Technology Project Clue

Description:

Students track down the clues to crack the case. The fun starts when they become police detectives in Techno Ville. Their sleuthing skills are put to test when they must narrow down the list of suspects in a Microsoft access database to solve the mystery of the stolen Doorknobs, Case of the power prankster, and mystery of the Mischief-maker. Afterwards, they transform a photo into a composite drawing using paint and then enter the information about the suspect into a database. To prepare for the next case, they learn how to use Windows search to find hidden clues. These skills are then applied to reveal the identity of the keyboard crook in the Mystery of missing keys. Upon the arrest , students broadcast a news story to report the capture to the citizens of Techno Ville using Microsoft Powerpoint.

Technology Project Correspondent

Description:

Students assume the role of a correspondent. Reporting from a distant location, they write an article about a famous landmark. Their news story includes essential facts, as well as a reason it is a “must see” location. By applying their knowledge of word processing and photo editing, they produce an authentic looking publication.

Technology Project Web

Description:

Students are “hired” as webmasters to publish a website about topic. To get them ready for the task, students are introduced to desktop publishing tools in Microsoft Publisher by creating a business card that advertises their web design company. Afterwards, they develop a proposal for their website that outlines the content. Once the proposal is approved, the construction of the website begins with text, pictures and hyperlinks arranged attractively on the page. Upon completion, the website is uploaded to the internet to be enjoyed by their fellow webmasters.

Technology Project Entrepreneur

Description:

Create a blended learning environment. Teach essential computer, curriculum, and life skills such as problem solving, communicating, creative thinking, making connections, and self-directed learning. As students survey, plan, propose, design, and analyze earnings of a new restaurant concept in this technology project, they develop a diverse variety of vital skills.

Technology Project Mission

Description:

INTRODUCTION TO DATABASE LESSON PLANS: Students use Microsoft Office Access to organize and construct a unique database. They filter records to find data. Then they build a table and adjust field properties, make a form, and generate a report, becoming confident database creators.

Technology Project Photoshop

Description:

PHOTOSHOP LESSONS FOR BEGINNERS: Transform a series of photographs into a spectacular digital scrapbook. Designed for high school students, illustrated step-by-step instructions explain how to apply filters, retouch, adjust color, create with layer styles, superimpose images, bend text, and much more!

Technology Project Commercial

Description:

Students become media savvy. To begin, students analyze the content of commercials to gain an understanding of marketing techniques used to sell goods to consumers. Once familiar with the key forms of advertising manipulation, they consider how commercials contain social values and stereotypes. Armed with this information, students team up to produce their own commercial using all the persuasive and production techniques of the professionals. Through each stage of the production process, careful consideration will be given to the purpose, target audience, and message of the television advertisements.

Technology Project Flash

Description:

ANIMATION FOR BEGINNERS: Empower young animators with unique and exceptional lesson plans for Animate CC. High school students complete hands-on activities to build a portfolio of animation techniques. Then they apply their skills to design a one-of-a-kind project.

Technology Project HTML

Description:

HTML CODING FOR BEGINNERS: Designed especially for middle and high school, lessons explain how to build a web page using HTML and CSS. Students style text, images, and links to construct a page on a topic of their choice. Integrate technology using project-based instruction.

Adobe® Photoshop

Description:

Advanced PHOTOSHOP LESSONS: Designed for high school students, illustrated step-by-step instructions explain how to apply filters, retouch, adjust color, create layer styles, Vector Drawing, bend text, Automating Steps and Workshop (Projects and Manipulation)

Learn about AutoCAD

Description:

Auto CAD Lessons for beginners: you will be able to produce high quality designs in less time, via the significant improvements in precision and flexibility while working in 2D sketches AutoCAD includes the features that designers need in order to do their best work based on the type of objects you select. For example, angular dimensions on circles and arcs, dimensions between parallel lines and dimensions based on Object Snaps. Improvements to the drawing canvas produce a stunning visual experience that makes navigating the details of your drawing easier than ever.

3D MAX Essentials

Description:

You will learn how to work with Autodesk 3ds Max. The important thing to keep in mind, however, is that this book is merely the beginning of your 3ds MAX education. With the confidence you will gain from the exercises in this book, and the peace of mind you can have by using this book as a reference, you can go on to create your own 3D design and transform from 2d designs to 3d designs

ICT Second Edition

Description:

Information, Communication, and Technology program helps open the doors to a rewarding profession that emphasizes multiple skill sets, and allows the student to pursue various options in traditional IT, traditional communications, or in new combined careers.

- **ICT professionals support the emerging goals and cultures of the people and organizations they serve**
- **The demand for ICT skills is growing**
- **Combining technology skills that are in demand with communication skills, Advertising, and Media Communications provides an impact to employers**
- **As an emerging field, ICT jobs generally pay well and provide leadership challenges and opportunities that contribute to a satisfying career**