

Planned Course of Study

MULTIMEDIA DESIGN 10-12

Grades 10 - 12

Technology Department

Salisbury Township School District

1140 Salisbury Road

Allentown, PA 18103

MULTIMEDIA DESIGN 10-12
Grades 10-12
Half Year

Learning Objectives/ Content	Teaching/Learning Activities	Evaluation Criteria	State Standard
<p>Objective 1</p> <p>The student will be able to create interactive multimedia presentations:</p> <ol style="list-style-type: none"> 1. Drawing shapes 2. Changing the color, pattern, and line width 3. Using the Text Tool 4. Setting tabs: 5. Changing the font 6. Changing the Paragraph Options 7. Changing the color using the Color Chips 8. Creating “movies” 9. Using the Control Panel 10. Creating a new sprite 11. Creating sprites from shapes 12. Changing the duration 13. Moving and resizing sprites 14. Changing the Stacking Order of sprites (layers) 15. Aligning Sprites 16. Changing the color of the stage 17. Using the Sprite Inspector 18. Using Ink Effects 19. Resizing a bitmapped cast member 20. Using the Paint window 21. Using the Effects toolbar 22. Using Field Text 23. Joining sprites 24. Using Ink Modes 25. Using Step-Record animation 26. Using Real Time recording 27. Using the “Trails” option 28. Using Space to Time 29. Tweening a sprite 30. Adjusting the Path 31. Adding and deleting frames 	<p>The student will follow instructions in teacher created tutorial assignments and complete self-paced practice assignments.</p>	<p>Satisfactory completion of assignments</p>	<p>Science and Technology Standards</p> <p>Grade 10 Section D. Utilize Computer Software to Solve Specific Problems Apply software designed to meet specific needs.</p> <p>Science and Technology Standards</p> <p>Grade 10 Section D. Utilize Computer Software to Solve Specific Problems Apply basic multimedia applications.</p>

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32. Using tweening to change the size 33. Tweening a sprite’s foreground color 34. Fading a sprite in or out 35. Attaching the “Go To Frame” behavior to a sprite 36. Holding on the current frame 37. Using the “Go to frame” behavior 38. Using the “Sound Beep” behavior 39. Using “mouseWithin” 40. Importing and playing sounds 41. Playing a sound at a specific frame 42. Using the “Hide/Show Effects Channels” 43. Importing and playing movies 44. Controlling the video with buttons 45. Creating markers 46. Jumping to a marked frame 47. Using the markers for movie navigation 48. Using the Button Editor 49. Creating a custom button 50. Adding transitions 51. Using the Animation Wizard 52. Using Onion skinning 53. Using Cast to Time			
Resources/Materials			
Additional Resources/Inter-disciplinary Relationships			

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<p>Objective 2</p> <p>The student will be able to create advanced interactive multimedia presentations using scripting:</p> <ol style="list-style-type: none"> 1. Using the Score Script 2. Scripting the alert behavior 3. Scripting the mouseUp event 4. Writing a script for a frame 5. Writing a script for the entire movie 6. Scripting the mouseEnter event 7. Scripting the mouseLeave event 8. Scripting the mouseWithin event 9. Scripting the rightMouseDown event 10. Scripting the rightMouseUp event 11. Using scripting to control navigation 12. Using scripting to use go to frame behavior 13. Using scripting to use the go next behavior 14. Using scripting to use the go previous behavior 15. Using scripting to use the go loop behavior 16. Using scripting to use the Pause behavior 17. Using scripting to use the Continue behavior 18. Using scripting to Fade sound in and out 19. Using scripting to use the enterFrame behavior 20. Using scripting to control sound from Lingo 21. Using the puppetSound command 22. Using the startMovie behavior 23. Using scripting to change the foreColor of the sprite 	<p>The student will follow instructions in teacher created tutorial assignments and complete self-paced practice assignments.</p>	<p>Satisfactory completion of assignments</p>	<p>Science and Technology Standards</p> <p>Grade 10</p> <p>Section D. Utilize Computer Software to Solve Specific Problems.</p> <p>Apply software designed to meet specific needs.</p> <p>Science and Technology Standards</p> <p>Grade 12</p> <p>Section D. Evaluate the Effectiveness of Computer Software to Solve Specific Problems.</p> <p>Design and apply advanced multimedia techniques.</p>

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24. Using scripting to change the size of the sprite 25. Using scripting to change a sprite's location 26. Using scripting to place a sprite where a mouse click occurs 27. Using scripting to jump away and coming back to the original location 28. Scripting the Play command 29. Scripting the Play Done command 30. Using menu options: Pause, Continue, and Quit 31. Using scripting to repeat an action 32. Using a repeat while loop 33. Scripting the keyDown event 34. Using if statements 35. Using a series of if statements 36. Using the exit repeat command 37. Using the case statement 38. Storing and updating values 39. Using variables 40. Checking the cursor location 41. Checking the sprite location 42. Checking a sprite's bounding rectangle 43. Changing a sprite's bounding rectangle			
Resources/Materials			
Additional Resources/Inter-disciplinary Relationships			

MULTIMEDIA DESIGN 10-12
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<p>Objective 3</p> <p>The student will be able to create three-dimensional graphics and animation:</p> <ol style="list-style-type: none"> 1. Creating Simple Objects 2. Applying shaders 3. Positioning Objects 4. Resizing Objects 5. Using Free Rotating 6. Changing the Hot Point 7. Aligning Objects 8. Flipping Objects 9. Duplicating Objects 10. Using Key Event Animation 11. Creating a movie file 12. Editing Key Event Markers 13. Viewing Motion Paths 14. Using Tweeners 15. Applying the Tweener 16. Using different types of Tweeners 17. Creating Text Objects 18. Editing a Text object 19. Zooming the view 20. Changing camera settings 21. Positioning and Aiming Cameras in the Scene 22. Pointing a Camera at an Object 23. Direct Manipulation of a Camera 24. Using Shader Channels 25. Understanding Shader Components 26. Using the 3D Paint tools 27. Using Cylindrical and Spherical Mapping Modes 28. Measuring and Setting the Distance of Objects 29. Creating and Editing a Fountain Primitive 30. Creating and Editing a Fire Primitive 	<p>The student will follow instructions in teacher created tutorial assignments and complete self-paced practice assignments.</p>	<p>Satisfactory completion of assignments.</p>	<p>Science and Technology Standards</p> <p>Grade 10</p> <p>Section D. Utilize Computer Software to Solve Specific Problems.</p> <p>Apply advanced graphic manipulation and desktop publishing techniques.</p>

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31. Creating and Editing a Cloud Primitive 32. Creating and Editing a Fog Primitive 33. Using Ambient Light 34. Creating a New Light Source 35. Using Gels 36. Applying a Deformer 37. Controlling a Deformer Directly 38. Animating a Deformer 39. Creating Objects Using the Modeling Wizard 40. Creating a Lathe Object 41. Creating an Extrusion Object 42. Creating a Pipeline Object 43. Creating a Skin Object 44. Using the Free Form Modeler 45. Creating a Non-Solid Object (Open Path) 46. Editing a Free Form Object 47. Using 2D Primitive Tools 48. Modifying a Shape 49. Modifying Text 50. Rotating Shapes			

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51. Rotating a cross section 52. Scaling Shapes 53. Grouping Shapes 54. Compounding Shapes 55. Using Cross Section Planes 56. Adding Cross Sections 57. Moving the Drawing Plane Between Sections 58. Moving the Drawing Plane Between Sections 59. Disconnecting Cross Sections 60. Creating and Editing a Sweep Path 61. Using an Extrusion Envelope 62. Using the Mesh Form Modeler 63. Moving Vertices with the Sphere of Attraction Tool 64. Creating and Filling Holes in an Object 65. Using Boolean Operations to Create Polymesh Objects 66. Cloaking an Object 67. Applying and Removing Behaviors 68. Using Physical Forces 69. Linking an object to another 70. Applying Link Properties 71. Using the Blubble Tool 72. Animating a Blubble object			
Resources/Materials			
Additional Resources/Inter-disciplinary Relationships			