

COMPUTER DEPARTMENT

SEQUENCE

GRADE 9	INTRODUCTION TO APPLICATIONS	SEMESTER	DAILY	ELECTIVE
	HYPERMEDIA	SEMESTER	DAILY	ELECTIVE
GRADE 10	INTRODUCTION TO APPLICATIONS	SEMESTER	DAILY	ELECTIVE
	HYPERMEDIA	SEMESTER	DAILY	ELECTIVE
GRADE 11	INTRODUCTION TO APPLICATIONS	SEMESTER	DAILY	ELECTIVE
	HYPERMEDIA	SEMESTER	DAILY	ELECTIVE
	COMPUTER APPLICATION (NICC CREDIT)	SEMESTER	DAILY	ELECTIVE
GRADE 12	INTRODUCTION TO APPLICATIONS	SEMESTER	DAILY	ELECTIVE
	HYPERMEDIA	SEMESTER	DAILY	ELECTIVE
	COMPUTER APPLICATION (NICC CREDIT)	SEMESTER	DAILY	ELECTIVE

COURSES with a strong technology component:

Graphic Design
Digital Photography
Introduction to Engineering
Principles of Engineering
Computer Integrated Manufacturing
Written Communications
Accounting 2

COMPUTER DEPARTMENT

PHILOSOPHY

Students completing computer courses at Beckman High School will utilize skills to employ technology as “tools for learning” across the curriculum proficiently and ethically.

STANDARDS

THE STUDENT WILL:

- 1) Know the characteristics and uses of computer hardware and operating systems.
- 2) Know the characteristics and uses of computer software programs.
- 3) Understand the relationships among science, technology, society and the individual.
- 4) Understand the nature of technological design.
- 5) Understand the nature and operation of systems.
- 6) Students will use technology in ways consistent with the Catholic ethics.

CAREERS IN THE COMPUTER FIELD

Computer Engineer
Computer Equipment Repairer
Computer Operator
Computer Programmer
Computer Programmer, Numerical, Tool and Process Control
Computer Security Specialist
Computer System Specialist
Computer Systems Analyst
Computer Systems Officer
Computer- Aided Design Technician
Computer technical support
Database Development
Web Design and development
Graphic design
Computer Networking
Computer Information Systems
Computer Drafting
Robotics

NUMBER: 472

TITLE: **HYPERMEDIA &
WEB CONSTRUCTION**

GRADE(S): 9,10,11,12

DAYS: DAILY

LENGTH: SEMESTER

CREDIT: 5 per semester

ELECTIVE

COURSE SUMMARY: The student will:

1. Utilize authoring language to create multimedia and hypermedia programs.
2. Manipulate fields, tools, graphics and scripting options.
3. Produce animation and sound as well as graphics to add highlights to projects.
4. Use HTML based and web based software to develop an individual home page and including appropriate graphics and hyperlinks of the student's choosing, and maintain the school website.
5. Apply problem-solving skills involving hypermedia technology.
6. Incorporate tools into other curricular environments of their choice.
7. Create and develop an appropriate project demonstrating knowledge of each tool studied using a provided rubric.
8. Use various source telecommunication tools including e-mail, wiki's, and blogs to collaborate with instructor, classmates and webpage supervisors.

Students will use HyperMedia to create multimedia and hypermedia projects including webpages, wiki's, and web logs using techniques discussed in class. Students will learn HTML commands and use an HTML editor that will allow them to create a home page that can be used with the Internet providing graphics and hyperlinks. The course will be mainly taught on Mac computers, but comparisons between Mac and Window computer systems will be made.