

# **Eagle's Landing High School**

## **INFORMATION TECHNOLOGY CAREER CLUSTER ~ COURSE SYLLABUS**

*CAREER, TECHNOLOGY, AND AGRICULTURAL EDUCATION DEPARTMENT (CTAE)*

**COURSE TITLE.....Introduction to Digital Technology TERM..... Fall 2018-Spring 2019**

**TEACHER..... Mrs. Sonja Goins ROOM #.....516**

**PHONE NUMBER..... (770) 954-9515**

<b>Email Address</b>	<a href="mailto:Sonja.goisn@henry.k12.ga.us">Sonja.goisn@henry.k12.ga.us</a> (best form of communication)
<b>Teacher Web Page</b>	<a href="http://www.henry.k12.ga.us/elh">www.henry.k12.ga.us/elh</a> (go to faculty/staff section – Goins, Sonja)
<b>Teacher Support</b>	Help sessions are available before and after school. Check with teacher for availability.
<b>Notice of Equal Opportunity</b>	<a href="https://schoolwires.henry.k12.ga.us/Page/49720">https://schoolwires.henry.k12.ga.us/Page/49720</a>

### **COURSE DESCRIPTION**

**Introduction to Digital Technology (IDT)** is the foundational course for Programming pathway. This course is the first course in the pathway and required to become a pathway completer.

This course is designed for high school students to understand, communicate, and adapt to a digital world as it impacts their personal life, society, and the business world. Exposure to foundational knowledge in hardware, software, programming, web design, IT support, and networks are all taught in a computer lab with hands-on activities and project-focused tasks. Students will not only understand the concepts, but apply their knowledge to situations and defend their actions/decisions/choices through the knowledge and skills acquired in this course.

Employability skills are integrated into activities, tasks, and projects throughout the course standards to demonstrate the skills required by business and industry.

Competencies in the co-curricular student organization, Future Business Leaders of America (FBLA), are integral components of both the employability skills standards and content standards for this course.

Various forms of technologies will be highlighted to expose students to the emerging technologies impacting the digital world. Professional communication skills and practices, problem-solving, ethical and legal issues, and the impact of effective presentation skills are taught in this course as a foundational knowledge to prepare students to be college and career ready. The knowledge and skills taught in this course build upon each other to form a comprehensive introduction to digital world.

**Prerequisites:** Introduction to Digital Technology is a course that is appropriate for all high school students. The pre-requisite for this course is advisor approval.

**21ST CENTURY SKILLS** – Communication; Collaboration; Citizenship (Digital); Critical Thinking

### **COURSE CURRICULUM CONTENT (UNITS ARE NOT IN ORDER OF DELIVERY)**

#### **Course Standards**

<b>COURSE STANDARDS</b>		<b>UNITS/TOPICS</b>
IT-IDT-1	Demonstrate employability skills required by business and industry	1. FBLA – leadership development, community service, and employability skills
IT-IDT-2	Explore, research, and present findings on positions and career paths in technology and the impact of technology on chosen career area.	2. Online safety and digital citizenship 3. Emerging and future technology 4. Hardware and software
IT-IDT-3	Demonstrate effective professional communication skills (oral, written, and digital) and practices that enable positive customer relationships.	5. Problem solving, flowcharting and algorithms 6. Visual programming 7. Employability Skills
IT-IDT-4	Identify, describe, evaluate, select and use appropriate technology.	8. Information Technology Careers: Programming, Gaming, and Software Development

IT-IDT-5	Understand, communicate, and adapt to a digital world.	9. FBLA – entrepreneurship development, competitive events, professional communication
IT-IDT-6	Explore and explain the basic components of computer networks.	10. Operating systems
IT-IDT-7	Use computational thinking procedures to analyze and solve problems.	11. Customer relationships
IT-IDT-8	Create and organize webpages through the use of a variety of web programming design tools.	12. Networking basics
IT-IDT-9	Design, develop, test and implement programs using visual programming.	13. Online resources
IT-IDT-10	Describe, analyze, develop and follow policies for managing ethical and legal issues in the business world and in a technology-based society.	14. Web design
IT-IDT-11	Explore how related student organizations are integral parts of career and technology education courses through leadership development, school and community service projects, entrepreneurship development, and competitive events.	15. Ethics, legal issues, and cyber security
		16. Information Technology Careers: Network Systems, Information Support & Services, and Web & Digital Communications, Computer Forensics
		<b>** Units/Topics listed are not in order of delivery</b>

## INSTRUCTIONAL MATERIALS AND SUPPLIES

Published Materials	Recommended Materials
<b>Resources:</b> Discovering Computers Discovering Computers Online Companion Online Resources (videos, handouts, web links, etc. provided by teacher)	<ul style="list-style-type: none"> <li>Folder (prongs with pockets)</li> <li>Notebook paper</li> <li>Pen or pencil</li> <li>Headphones (will use as needed)</li> <li>Chromebooks (will use as needed)</li> </ul> <p><b>Note:</b> Email account provided by Henry County Schools  <b>Email:</b> student number@henry.k12.ga.us  <b>Password:</b> same as computer student login password</p>

## EVALUATION AND GRADING / ASSIGNMENTS

### Grading Policy:

Course Final Average		EOC/Final Exam 100%
Task Groups (Categories)		
Classwork (Daily Work)	20%	
Assessments/Projects	70%	
Mid-Term Exam	10%	

**Class assignments** are located on teacher's link as well as Google Classroom. Please refer to either one for updated assignments and instructions (handouts and video provided when needed)

## OTHER INFORMATION

Expectations for Academic Success	Additional Requirements/Resources
1) Complete daily classwork assignments 2) Participate in class discussions and ask questions 3) Participate constructively as a team member 4) Problem solve and accept challenges 5) Challenge yourself to continuously improve	<ul style="list-style-type: none"> <li>Acceptable Computer Use Policy</li> <li>Tutoring Available</li> <li>Technology is available in classroom; there is no need to use smartphones, headphones, and Chromebooks in class unless indicated by teacher</li> </ul>

**The syllabus may be updated as needed throughout the semester.**