

6th Grade Computer Applications Syllabus

Bellevue MS/HS

“We believe real-world learning opportunities build passionate and engaging experiences for student success in life.”

Class: 6th Grade Computer Applications

Grade: 6

Subject Area (ELA, Math, Science, Social Studies, Fine Arts, CTE etc.): CTE Business

Course Overview / Goals for Class: In this course, students will learn how to use graphic design tools in a way that they can use in their classes at Bellevue Middle/High School. They will be expected to apply what they learn to real-world projects in class. They will also learn about basic money management and digital citizenship.

Essential Learnings - Big Ideas: How Can I Use Computer Software Today To Help Me Be Successful In The Future?

Graphic Design Unit

Standards Addressed:

Iowa Core Technology Literacy

Essential Concept and/or Skill: *Demonstrate creative thinking in the design and development of innovative technology products and problem solving.*

- Design, develop, create, and/or test digital technology products.
- Individually or collaboratively create media-rich products and display, publish, or perform them for a variety of audiences.
- Use simulations to help understand complex, real-world systems, identify problems, develop models, and analyze the output.

Digital Citizenship Unit

Iowa Core Technology Literacy

Essential Concept and/or Skill: *Collaborate with peers, experts, and others using interactive technology.*

- Interact and collaborate with peers, experts, and others using technology.
- Contribute to a content knowledge base by creating, producing, and sharing information, models, and other creative works.
- Efficiently use technology tools and resources for communication and to access remote information and exchange it with a variety of audiences.
- Share knowledge and skills with local or distant teams of peers, experts, or others using technology tools and resources to create group works and/or innovative solutions.

Essential Concept and/or Skill: *Plan strategies utilizing digital tools to gather, evaluate, and use information.*

- Create a plan for the use of digital tools and resources to investigate a real-world issue.
- Locate, organize, analyze, evaluate, and synthesize information from a variety of sources and media and use this information in a legal and ethical manner.
- Evaluate resources in terms of their usefulness and validity for research.
- Use technological tools to select data and organize it into a format that is easily understood by others.

Essential Concept and/or Skill: *Understand the legal and ethical issues of technology as related to individuals, cultures, and societies.*

- Use technology efficiently and in a manner that does not harm them or others.
- Demonstrate awareness of legal and ethical responsibilities when using copyrighted material, and how a disregard of legal and ethical responsibilities affects others.
- Use online resources to work with others to complete a task and accept responsibility for the results.
- Develop examples of how technology systems and services can assist them in pursuing personal interests.

Estimated Course Outline:

Unit	Topics
Course Intro	1 Welcome 2 Typing.com set up & Office 365 Set Up 3 OneDrive Set Up & JMC Access 4 Canva Intro
Graphic Design	5 Canva Template Editing 6 Canva Group Project 7 Canva Group Project 8 Burger Shack Simulation/Graphic Design Tips 9 Intro to the Burger Shack 10 Warm-Up Activities Preparing for the Grand Opening 11 Hours of Operation Sign 12 Window Display Poster 13 Takeout Menu Creating a Professional Image 14 Business Card 15 Employee Name Badge 16 TEST

<p>Ignition Digital Wellness & Safety http://2vm8bf2lp0ls7wg0f11ozc14sa.wpengine.netdna-cdn.com/wp-content/uploads/2019/07/Ignition-New-Course-Outline.pdf</p> <p>http://2vm8bf2lp0ls7wg0f11ozc14sa.wpengine.netdna-cdn.com/wp-content/uploads/2019/07/Ignition-New-Curriculum-Guide.pdf</p>	<p>18 Lesson 1: Connections and Community 19 Lesson 2: Safety and Privacy 20 Lesson 3: Screen Time Vs. Offline Time 21 Lesson 4: Technology and Data 22 Lesson 5: Right and Literacy 23 Lesson 6: Evaluating Content</p>
The Value of a Dollar	<p>24 25 26</p>
Skills to Pay the Bills	<p>Communication 27 What's Your Point 28 Flipping the Switch 29 Oh, Puh-leeeeeeeze! 30 Listen Hear!! 31 Quit Talkin'! I Know What To Do! Enthusiasm & Attitude 32 Never Underestimate the Power of a PMA (Positive Mental Attitude) 33 Life is Full of Hard Knocks 34 A Super Ball and a Raw Egg 35 Believe It or Not: Your Attitude and Enthusiasm Just Might Get You the Job 36 Translating Features to Benefits</p>
Final Project	<p>37 Display learning from the course in a project--create narrated video to talk about what you learned & how you applied it to the project.</p>

Grading System - Content / Process - other important information (reassessment, homework, etc.)

70% Tests & Projects

30% Daily Work, Practice, & Homework

A+	100%	C+	78-79%
A	92-99	C	72-77
A-	90-91	C-	70-71
B+	88-89	D+	68-69
B	82-87	D	62-67
B-	80-81	D-	60-61
		F	59 or lower

Classroom Expectations - policies

Show up.
 Be on time.
 Show initiative.
 Work together.
 Ask for help.
 Help others.
 Be resourceful & find a way.

Late Work:

There will be a set deadline for turning in late work each quarter, students will not be allowed to turn in late assignments after that deadline.

Make Up Work:

When students are absent, they are accountable for turning in assignments the next day they return to class. If the work is not made up within three days, based on the number of days absent.

Cheating & Plagiarism:

- Cheating from another student, book, and notes are a major offense. If caught cheating the student will lose credit for the work. If a student is caught cheating with another student, BOTH students will lose credit.
- Plagiarism is when a student does not give credit to an author or producer of a piece of work (i.e. music, books, magazines, websites, etc.) If a student is caught plagiarizing the student will lose credit for their work. This is an easy punishment (Colleges today, kick students out for plagiarism)

Technology:

We will be utilizing Google Classroom everyday in our classroom. Inappropriate use of technology will lead to 0/9th Block

Instructor contact information and availability

tracyweber@bellevue.k12.ia.us

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Other information the instructor deems important