

Rotation Technology 8 — Outline

Curricular Competencies:

Defining

Choose a design opportunity

Identify key features or potential users and their requirements

Identify criteria for success and any constraints.

Ideating

Generate potential ideas and add to others' ideas.

Choose an idea to pursue.

Prototyping

Develop a plan that identifies key stages and resources.

Making

Make a plan for production that includes key stages, and carry it out, making changes as needed

Testing

Explore and test a variety of materials for effective use

Sharing

Gather peer and/or user and/or expert feedback and inspiration

Content

- Using your computer,
- Copyright law / plagiarism
- Adobe photoshop learning, using implementing the program
- Adobe illustrator, using and implementing storyboard and illustrating.
- Adobe Animate taking storyboard idea and making a small animation.
- 3D modeling in Tinkercad.

Assessment will be based on the Provincial Proficiency Scale for Grades K-9.

Emerging	Developing	Proficient	Extending
Student demonstrates an initial understanding of the concepts and competencies relevant to expected learning.	Student demonstrates a partial understanding of the concepts and competencies relevant to expected learning.	Student demonstrates a complete understanding of the concepts and competencies relevant to expected learning. (This is the goal)	Student demonstrates a sophisticated understanding of the concepts and competencies relevant to the expected learning.