

**Digital Media III  
Syllabus  
Coconino High School**

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**Course Description:** Digital Media year I & II are prerequisites for Digital Media III. Students who continue to progress through the program are laying a foundation for a future in the multimedia, graphic arts and media specialist fields. The diversity of the skill set acquired in the program is not limited to these industries. The additional business operation acumen, critical thinking, problem solving, communication, collaboration, creativity and innovation aspects are some of the most sought after skills in the professional world. During year three, students will continue to develop skills in their desired area of focus while managing the departments and projects underway in Digital Media II. Encouraging and developing management skills for both department and school wide projects is at the center of this valuable learning experience. Students have begun and will continue to create a resume/personal portfolio website, which can be used as a resource for submitting to a college program or for acquiring employment post high school.

***Dual enrollment and Fine Arts credit approval pending.***

**Course Goal:** The goal of Digital Media III is to provide an environment to students to practice the craft of a Media Specialist. They are responsible for creating content for the Panther Pulse, The Coconino Connection and Panther.TV news feed website.

**Student Expectations:** Students will be expected to participate in all aspects of film and video production. Professional behavior is required of all students when dealing with customers and attending off campus extracurricular activities. Each student is responsible for the care and maintenance of all video equipment and facilities.

**Grades & Assessment:**

All assignments are designed to show whether students have met the standards for the course. The grading policy will follow the FUSD handbook.

**Grade Distribution:**

This is project intensive class that requires students to work together on a daily basis to contribute to the lesson, or project. The following is the distribution for a final grade. Measurement/Performance 80%, Practice 20%

**A** is work that exceeds expectations/standards, and on point value assignments will be 90-100%

**B** is work that fully meets expectations/standards, and on point value assignments will be 80-89%

**C** is work that meets expectations/standards without major omission, and on point value assignments will be 70-79%

**D** is work that approaches expectations/standards with notable omission, and on point value assignments will be 60-69%

**F** is work that is missing or is well below expectations/standards, and on point value assignments will be 0-59%

Students missing work may have an 'I' grade on work not turned in. These become 0 or F at the end of a grade cycle.

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**Course Policies:**

- Absence/Makeup Work: Excused, verifiable absence work must be done within 3 days of returning to class. It is your responsibility to find out if there is any makeup work to be done, and to make arrangements for doing so. Students absent on a test date will be expected to report to the teacher on the first day back to make arrangements for testing. Some graded items will not have due dates and are based on the student demonstrating what they learn.
- Obey all school rules as set forth in student handbook.
- Students should come to class ready to learn.
- Students should be in seat when tardy bell rings.
- Policies on cheating are to give all involved a zero on the work and notify the parents.
- TREAT OTHERS AS YOU WANT TO BE TREATED. We are building a team.
- No FOOD or DRINKS in classroom
- Do not abuse equipment – you sign a liability replacement cost contract to be in this class.
- Keep workstation clean
- Attendance is expected to be exceptional

**Course Materials:**

- With parents' permission, bring your technology to class, Smartphone, Tablet and Laptop. YOU ARE RESPONSIBLE FOR YOUR OWN TECHNOLOGY, FLAGSTAFF UNIFIED SCHOOL DISTRICT ACCEPTS NO RESPONSIBILITY LOST, STOLEN OR DAMAGED EQUIPMENT. YOU ARE PARTICIPATING AND BRINGING YOUR TECHNOLOGY TO CLASS OF YOUR OWN VOLITION.
- Personal Listening Device for editing (i.e. headphones)
- Composition Book and Writing utensil.

**Class critiques:** Students will be expected to comment both orally and in writing on each project they complete. In a critique each negative comment must be supported by a constructive suggestion. Each comment positive or negative should be constructed of clear quantifiable terms. Examples of non-quantifiable terms: "I like it, I don't like it, It's good or it's bad". These kinds of comments give little feedback and don't help the student to improve his/her work.

**General Grading Rubric for Project Evaluation:** Students will engage in creation of a Rubric for each assignment.