Problems & Solutions in Technology

Mr. Nourse 841-4145 at James Bowie High School in room G108

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Course Introduction

Think about technology in our current world. Graphical technology has filtrated practically every aspect of our lives from TV, Internet, movies, video games, phones, magazines, newspapers, and communication in numerous forms. Humanity is changing quickly because of the enormous continual growth in technology. We are constantly solving problems using technology. Technology is anything that makes life easy or better. Technology facilitates and expedites communication across the globe.

Starting today, pay attention to all the technology that surrounds your daily life and makes tasks easier and life more enjoyable. You will build technology skills that you can use for the rest of your life in this course. This is just the very beginning of our new rapidly advancing technological society! Prepare for the real world by learning new communication technology skills and knowledge with industry standard software. It's up to you how much you pursue. Start brainstorming what you want to do.

Basic Rules

- 1. Always **BE RESPECTFUL** to everyone and everything.
- 2. Only one person talks at a time during lectures and discussions.
- 3. No Food or drinks in the computer lab and keep your area clean at all times.
- 4. If you finish an assignment early do extra credit, begin the next project, or ask permission to work for another class.
- 5. Always listen, follow instructions, and stay on Task.
 - *Installing anything at anytime on any computer is prohibited without teacher consent.

Classroom Procedures

- Be in your assigned seat when the tardy bell rings.
- Upon entering the classroom you should be ready to work.
- Check agenda if it's on the large TV, follow the directions, and immediately get focused and productive.
- There should be no outside of class activities such as checking email or irrelevant Internet usage. No Exceptions.

Course Expectations

Laboratory and Studio work – constitutes the majority of student work through complex technological projects

Quizzes—will be given as needed to ensure material is being mastered and accurately retained

Presentations – will be given at the end of each term, but may occur more frequently

Research - should be self-directed and occur periodically. It is one the vital factors of your success in this course.

Portfolios - will be graded each 6 weeks and should reflect all new projects and be updated regularly.

Portfolios are part of your semester grade and should be well kept and show pride consistently throughout the year.

You are responsible for updating and organizing all your work for each project as the year progresses.

Show the amount of your research by book-marking all relevant sites on a book-marking site like delicious.com. Your book-marking sites will be graded each 6 weeks along with your RSS feed system subscription site. Your RSS subscription list should also grow continually throughout the year. It will also be graded each 6 weeks.

Major projects (effort, completion, accuracy to criteria)	40%
Quizzes and Presentations	30%
Daily Grades & Homework (worksheets, proposals, portfolios, photos, research, timelines, RSS)	20%
Participation/Responsibility	10%

Course Structure

Each 3 weeks you will "Make a plan" within the theme and write a proposal & create a timeline of it's production. You are required to follow through with your plan or your grade will suffer tremendously. Be responsible. Don't procrastinate. There will be no extensions of deadlines. You're practicing and preparing for the professional world. You are responsible for the upkeep of your portfolio at all times. It should be updated per project. No excuses!

These are the basic steps to achieve success for projects.

Plan & Research – all sites should always be cited in proposal

Paragraph proposal

Submit timeline - Google Calendar of plan for everyday of every project

Produce project – studio time of following your timeline

Post on web - portfolio

Critique – give & receive feedback as comments and ratings on class network site

Revise & Finalize – take critique into consideration and improve your project

Turn in & post improved version on web

PRINT student's name here

Present to class

Late work will have a deduction according to the following CTE policy.

In all Bowie CTE courses late work not completed and turned in by the assigned due date will be accepted for partial credit for three school days. Maximum scores for late work will be 85 after one day, 70 after two days and 50 after three days. No late work will be accepted beyond this time frame. Due dates for makeup work resulting from EXCUSED absence(s) will be extended for three school days from the date of student's return to school.

Unit Themes

Digital Imaging & Print, Advertising & Design, Motion Graphics, Web Publishing, 3d, Film, Audio, Teaching Peers with tutorials, Interactivity, Collaborations, Multimedia Festival Preparation, and Dvd Production.

Plan to do the best work of your life and your portfolio will probably surprise yourself and everyone in the end.

Low grades are usually the result of not finishing work because of absences, laziness, and/or not following directions. If you slack off, you will fail. All deadlines are final. **Don't procrastinate.**

Sign and return by August 31st for extra credit.

My signature below indicates that I have read the syllabus for this class, understand, agree with the rules, and confirm that the contact information is accurate.

date

Student's signature					
Parent's signature					
I have included \$25 or a check made out to Bowie High School. My son/daughter may use the Internet for educational purposes in class.				NO NO	
Father/Guardian Phones:	home	work			cell
Email Address:					
Mother/Guardian Phones:	home	work			cell
Email Address:					