Grade 12 Digital Media Unit 1 Course Outline

September (2024) -April (2025)

IMPORTANT DATES

1. Christmas Midterm: **October 21 - 23**
2. 1st Sixth week test: **October 14 - 18**
3. 2nd Sixth week test: **December 9 – 13**
4. Prize Giving: **December 18**
5. 1st and 2nd Easter Assessments: **February 17- 21**
6. Easter Mid Term**: March 5-7**
7. Mock Exams: **March**

Department Name:	Computer Studies
Grade Level:	12
Title of Course:	Grade 12 Digital Media
Duration:	September 4 (2024) - April (2025)
Description of the Course:	ABOUT THE UNIT This unit provides an opportunity for students to develop an appreciation for Digital Media and its impact on society today. This unit focuses on the general theme '**Digital Media Fundamentals'**. **Module 1: Understanding Digital Media** **Module 2: The Digital Media Ecosystem** **Module 3: Creative solution Design** • In the Caribbean, knowledge and information are increasingly communicated through digital images and electronic media. The creation and manipulation of digital media serves to disseminate this information and build bridges to understanding the evolving nature of national, regional and international

	society in the digital era. Digital Media competencies are therefore of great relevance and practical value. This unit should enable students to develop an understanding of computer system hardware and software components including their functions, processes and procedures. In addition, this unit will seek to equip students with basic computer skills critical for manipulating the computer as a tool to accomplish tasks such as the creation of text documents and multimedia files."
Course Objective:	### Module 1: Understanding Digital Media *Upon Completion of this module, students should be able to:* 1. develop an understanding of digital media; 2. appreciate the impact of digital media on society; 3. develop an appreciation for the business of digital media; 4. understand the Open Movement; 5. appreciate the future of digital media. ### Module 2: The Digital Media Ecosystem Upon Completion of this module, students should be able to: 1.develop an understanding of the digital media environment; 2. appreciate the characteristics of working in the digital media industry; 3. develop the basic skill set to enter the digital media industry; and, 4. develop an understanding of the entrepreneurial opportunities in the digital media industry. ### Module 3: Creative Solution Design *Upon Completion of this module, students should be able to:* 1.understand the creative process - from idea to implementation; 2. appreciate the role and importance of the creative process in solution design; 3. develop the ability to plan and design creative solutions; and, 4. demonstrate the ability to implement solutions using digital content creation tools.
Student Learning Outcomes:	### Module 1: Understanding Digital Media *Students will be able to:*

	- *distinguish among terms relating to digital media* - *describe the evolution of digital media* - ### Module 2: The Digital Media Ecosystem *Students will be able to:* - develop an understanding of the digital media environment; - appreciate the characteristics of working in the digital media industry; - develop the basic skill set to enter the digital media industry; - develop an understanding of the entrepreneurial opportunities in the digital media industry. ### Module 3: Creative Solution Design *Students will be able to:* - understand the creative process - from idea to implementation; - appreciate the role and importance of the creative process in solution design; - develop the ability to plan and design creative solutions; - demonstrate the ability to implement solutions using digital content creation tools.
Topical Outline of the Course Content:	### Module 1: Understanding Digital Media - Digital Media Terms - Evolution of Digital media - Types of Digital Media - Importance of Caribbean-centric Content creation in the context of Digital Media - Digital media Platforms - Opportunities and pitfalls of digital media and the internet - Intellectual property, patents copyright - Ethical issues relating to digital media - Impact of Digital Media on Businesses and Organisations - The Open Movement Philosophy - Digital Media Tools

- Factors which Influence Future Trends and Development

Module 2: The Digital Media Ecosystem

- Future Trends and Development

- Digital Media Environment/Ecosystem

- Characteristics of Digital Users

- Digital Media Environment

- The Digital Media Value Chain:

- Characteristics of the Modern Work Environment

- Challenges and Opportunities In The Digital Media Industry (Regional/Global)

- Project Funding Opportunities:

- Skills Needed to Enhance Employability Skills:

- The Creative Design Process

- Methods of Implementing the Creative Process

- Ideation (as related to digital media)

- Application of the Creative Process to Local Problems – Global Solutions

- Pre-Production Skills Techniques to Possible Solution:

- Digital Media Tools

- Communicating in the Digital Age

- Skills and Techniques to Capture and Manipulate Images, Audio and Video

Module 3: Creative Solution Design

- Definition of the Creative Process.
- Describe the Steps of the Creative Process
- Acceptance.
- Analysis.
- Definition.
- Ideation.
- Selection.

	• Implementation. • Evaluation (initiate, create, develop, implement). • Methods of Implementing the Creative Process • Linear, cyclic, stepped with intermediate feedback loops and as a branched network. • Definition of the Term Ideation (as related to digital media) • Application of the Creative Process to Local Problems – Global Solutions The seven phases of the creative process to local problems to arrive at a solution • (global). • Creative solutions to the problems through the use of new hardware and software • inventions (the user is sometimes right –designing for future needs). • Implementation. • Pre-Production Skills and Techniques to Possible Solution • The role of pre –production in creating digital media. • Core elements of pre-production - resources (money, time, resource personnel, facilities, location), clearances, copyright (intellectual property), codes of practice and regulations and health and safety).
Guidelines/Suggestions for Teaching Methods and Student Learning **Activities:**	Lectures: Provide contextual background and detailed analysis of each topic. Group Discussions: Facilitate discussions on the computer system. Research Projects: Assign research on a topic related to the components of a computer system. Differentiated Instruction: Tailoring instruction to meet the needs, strengths, and interests of each student. Lecture-Demonstration: Combining lectures with demonstrations to enhance understanding through verbal and visual learning Peer Teaching: Students teach their peers, which can reinforce their own learning and enhance their understanding.
Guidelines/Suggestions for Methods of Student Evaluation:	Quizzes and Tests: Regular assessments to check understanding of key concepts. Classwork: Assignments completed during class that help monitor ongoing student progress and understanding.

	Homework Assignments: Tasks assigned for completion outside of class, reinforcing concepts taught and promoting independent study.
	Class Participation: Assessment based on engagement in discussions and activities.
	Presentations: Students present their research findings to the class.
	Final Exam: A comprehensive exam covering all course material.
	Group Projects: Team assignments that assess collaborative and interpersonal skills along with individual contributions.
	Peer Reviews: A process where students evaluate each other's work, providing feedback and gaining insights from peers.
	Reflections: Written insights by students on their learning experiences, often discussing what they learned and areas for improvement.
	Self-Grading: Allowing students to evaluate their own work, fostering self-reflection and critical thinking about their performance.
	Online Quizzes and Exams: Digital tests that make use of technology to assess students' understanding in a more flexible or remote setting
Suggested Readings, Texts, Objects of Study:	• CAPE Digital Media Syllabus • Relevant Online Content
Bibliography of Supportive Texts and Other Materials	Relevant Online Content