

Digital Design and Media Production (Hybrid) 4922J

- ⇒ **Grade Placement 8**
- ⇒ **Course Length 2 Semesters; Credit Earned 1**
- ⇒ **Prerequisite Proficiency in the knowledge and skill relating to Technology Applications including keyboarding, computer skills, and word processing prior to enrolling. For successful learning in a hybrid course, students should be independent learners, goal-oriented, proficient readers and communicators, self-motivated, self-disciplined, and have good time management skills.**

Digital Design and Media Production (Hybrid) students are required to have advanced, high level technology skills to work in this fast-paced, high school level, project-based virtual environment. This course focuses on learning design theory and additional technology skills to produce effective print, visual, video and audio products. This project-based course focuses on real-world audiences as customers-using a collection of hardware and software tools. Students will benefit from having a home computer with high-speed internet access and the Adobe CC Suite (Photoshop, Illustrator, InDesign, and Acrobat).

Digital Communications in the 21st Century (4923J)

- ⇒ **Grade Placement 8**
- ⇒ **Course Length 2 Semesters; Credit Earned 1**
- ⇒ **Prerequisite Mastery and proficiency in the knowledge and skills relating to the Grade 608 Technology Applications TEKS including keyboarding, computer skills, and word processing prior to enrolling.**

Digital Communications in the 21st Century will prepare students for the societal demands of increased civic literacy, independent working environments, global awareness, and the mastery of a base set of analysis and communication skills. Students will be expected to design and present an effective product based on well-researched issues in order to thoughtfully propose suggested solutions to authoritative stakeholders. The outcome of the process and product approach is to provide students an authentic platform to demonstrate effective application of multimedia tools within the contexts of global communication and collaborative communities and appropriately share their voices to affect change that concerns their future.

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Technology I – Applied Science and Technology

- ⇒ **Grade Placement 8**
- ⇒ **Course Length 1 Semester; High School Credit Earned .5**
- ⇒ **Prerequisite None**

Students apply the design process to solve problems and understand the influence of creativity and innovation in their lives. They work in teams to design a playground and furniture, capturing research and ideas in their engineering notebooks. Using design software, students create a virtual image of their designs and produce a portfolio to showcase their innovative solutions. Students trace the history, development, and influence of automation and robotics as they learn about mechanical systems, energy transfer, machine automation, and computer control systems. Students use a robotics platform to design, build, and program real-world objects such as traffic lights, toll booths, and robotic arms. Students will be responsible for purchasing materials and/or assessed a fee associated with this course.

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Technology II – Applied Science and Technology

- ⇒ **Grade Placement 8**
- ⇒ **Course Length 1 Semester; High School Credit Earned .5**
- ⇒ **Prerequisite Completion of Gateway to Technology I**

Through hands-on projects, students explore electricity, the behavior and parts of atoms, and sensing devices. They learn knowledge and skills in basic circuitry design, and examine the impact of electricity on the world around them. Students will be responsible for purchasing materials and/or assessed a fee associated with this course.