

Introduction to Digital Technology

Instructor: Mike Craft, Room 2117
E-mail address: mcraft.hhs@catoosa.k12.ga.us

Description

Introduction to Digital Technology is the foundational course for Web & Digital Communications and Programming pathways.

This course is designed for high school students to understand, communicate, and adapt to a digital world as it impacts their personal life, society, and the business world. Exposure to foundational knowledge in hardware, software, programming, web design, IT support, and networks are all taught in a computer lab with hands-on activities and project-focused tasks. Students will not only understand the concepts, but apply their knowledge to situations and defend their actions/decisions/choices through the knowledge and skills acquired in this course.

Employability skills are integrated into activities, tasks, and projects throughout the course standards to demonstrate the skills required by business and industry.

Competencies in the co-curricular student organization, Future Business Leaders of America (FBLA), are integral components of both the employability skills standards and content standards for this course.

Various forms of technologies will be highlighted to expose students to the emerging technologies impacting the digital world. Professional communication skills and practices, problem-solving, ethical and legal issues, and the impact of effective presentation skills are taught in this course as a foundational knowledge to prepare students to be college and career ready. The knowledge and skills taught in this course build upon each other to form a comprehensive introduction to digital world.

Course Curriculum Content Course Standards

COURSE STANDARDS		UNITS/TOPICS
IT-IDT - 1	Demonstrate employability skills required by business and industry	1. FBLA – leadership development, community service, and employability skills
IT-IDT - 2	Explore, research, and present findings on positions and career paths in technology and the impact of technology on chosen career area.	2. Online safety and digital citizenship
IT-IDT-3	Demonstrate effective professional communication skills (oral, written, and digital) and practices that enable positive customer relationships.	3. Emerging and future technology
IT-IDT-4	Identify, describe, evaluate, select and use appropriate technology.	4. Hardware and software
IT-IDT-5	Understand, communicate, and adapt to a digital world.	5. Problem solving, flowcharting and algorithms
IT-IDT-6	Explore and explain the basic components of computer networks.	6. Visual programming
IT-IDT-7	Use computational thinking procedures to analyze and solve problems.	7. Employability Skills
IT-IDT-8	Create and organize webpages through the use of a variety of web programming design tools.	8. Information Technology Careers: Programming, Gaming, and Software Development
IT-IDT-9	Design, develop, test and implement programs using visual programming.	9. FBLA – entrepreneurship development, competitive events, professional communication
IT-IDT-10	Describe, analyze, develop and follow policies for managing ethical and legal issues in the business world and in a technology-based society.	10. Operating systems
IT-IDT-11	Explore how related student organizations are integral parts of career and technology education courses through leadership development, school and community service projects, entrepreneurship development, and competitive events.	11. Customer relationships
		12. Networking basics
		13. Online resources
		14. Web design
		15. Ethics, legal issues, and cyber security
		16. Information Technology Careers: Network Systems, Information Support & Services, and Web & Digital Communications, Computer Forensics

FBLA

FBLA is a co-curricular student organization that plays an integral part in the components of the Business & Technology course standards. FBLA activities are incorporated throughout this course and the rest of the Business and Computer Science courses. Students are urged to join FBLA (\$15.00) to benefit from the wealth of opportunities the organization has to offer.

Class Work

Each student is required to complete daily assignments. If the student is absent, the work must be made up in the computer lab. The student should make arrangements on the day of return to make up class work.

Career Opportunities

- Computer Engineer
- Game Developer
- Programmer
- Network Engineer
- Networking Specialist
- Information Technology Engineer
- Technical Support Specialist
- Software Design Engineer
- Web Designer

Grading

Class Work (Daily Work, Projects)	50%
Unit Tests	30%
Leadership/Work Ethic	20%

Assessments: Presentations, Projects, Labs, Journals, Portfolios, Small Learning Groups

Other Information

Expectations for Academic Success

- 1) Complete daily classwork assignments
- 2) Participate in discussions and ask questions
- 3) Participate constructively as a team member
- 4) Problem solve and accept challenges
- 5) Challenge yourself to continuously improve

Business Department Cheating Policy: No credit will be given for any assignment where cheating has occurred.

The syllabus may be updated as needed throughout the semester.

I have read and understand the syllabus and grading policy.

Parent signature _____

Student signature _____