EDIT 563 – Teaching with Graphics
(1 credit hour)

* Coding in **bold** reflects ISTE NETS Standards for all teachers.

1. Course Description

This one credit hour course is designed to assist students in exploring and developing expertise with the various graphic programs available for constructing visual images. The course will address draw and paint programs, scanning and editing images, and using visual communication to support K-12 learning.

2. Methodology

The course is structured around class projects, discussions and activities, and participation in a series of model lessons designed to reflect strategies for the integration of telecommunications with the teaching/learning process. Using this collection of activities, the methodology of the course seeks to build clear bridges between technology know how and classroom practice.

3. Objectives

The following objectives have been established for the course:

1. Students will develop comprehensive understanding of the mechanics associated with using a variety of graphics programs; **I-A, I-B**
2. Students will develop comprehensive understanding of the mechanics associated with importing, exporting, and editing images; **I-A, I-B**
3. Students will be able to use graphics tools to support their own learning and their professional development; **I-B, V-A, V-B, V-C, V-D**
4. Students will become familiar with curricular and instructional models related to using graphics to promote student learning; and **II-A, II-B, II-C, II-D, II-E, III-A, III-B, III-C, III-D, VI-A, VI-B, VI-C, VI-D, VI-E**
5. Students will design one lesson plan for their grade and/or subject matter interests that incorporates graphics as part of the learning activity. **II-A, II-C, IV-A, IV-B, IV-C, VI-A, VI-B, VI- C, VI-D, VI-E**

4. Texts and Materials

1. Students are expected to obtain and bring to class appropriate materials and supplies to include 3 ½ " disks and note taking materials.
2. Read Chapter Three – Computer Graphics by Norton & Sprague (2001) distributed in class.

5. Course Requirements

1. Attendance in class is <u>mandatory</u>, as discussions, lectures, and hands-on activities are important parts of the course.
2. Each student is expected to complete all readings and participate in all discussions.
3. Each student is expected to participate in and complete all classroom projects.

4. All written assignments must be completed on a word processor.

6. Course Assignments

1. <u>Portfolio</u> (10 points): Throughout the certificate program, students will be required to create and continually revise a professional portfolio. This portfolio should not be a collection of what the student has done, but rather a reflection of what they have learned. A section will be added to the portfolio reflecting student learning related to graphics and the teaching/learning process. **Performance-based outcome for objective 3.**
2. <u>Graphics Lesson Plan</u> (20 points): Students will create a lesson plan that includes some aspect or aspects of graphics as part of the overall design. A format for the lesson plan will be provided to students in class. **Performance-based outcome for objectives 1, 2, 4, & 5.**
3. <u>Time Capsule</u> (10 points) With a team of four others, students will pick a culture and a time period within that culture and create a time capsule comprised of objects and documents produced with graphics programs. This time capsule will be presented in the final class. **Performance-based outcome for objectives 1, 2, & 4.**
4. <u>Class Participation</u> (10 points): The class depends heavily on class participation and completion of in class activities.   Points will be awarded for participation and completion of these activities.

7. Evaluation

Since this is a graduate level course, high quality work is expected on all assignments and in class. Points for all graded assignments (see section 6) will be based on the scope, quality, and creativity of the assignments. All assignments are due at the beginning of class. Late assignments will not be accepted without making arrangements with the instructor.

Points will be assigned to all graded assignments using a rubric process. Both class participants and the course instructor will be involved in assessment of graded assignments. Prior to the due date for any assignment, the class will participate in the development of an assessment rubric. This rubric will result from a discussion of applicable course objectives and an elaboration of qualities and components associated with excellence in completion of the assignment.

When assignments are presented on the designated due date, class participants and the instructor will complete an assessment of the assignment using the rubric created in class. Class participants' ratings on the rubric will be averaged. Then the class participants' average will be averaged with the instructor's ratings on the rubric to compute a final point value for assignments. In this way, the development of the rubric will inform the final completion of the assignments as well as serve as the instrument for assessment and determination of points awarded.

8. Schedule of Class Topics

Class	Class Topics	Weekly Assignments

Week One	Introduction to Syllabus
	Da Forms, Da Forms
	Introduction to graphics tools
	Introduction to Draw Programs
	Making a geometric mask
	Adding Color and Texture
	Downloading Images from the
	    Internet
		Add a 3rd Dimension to your mask
		    and bring to class
		Find an Internet image and save
		    it on a disk

Week Two	Activity/Discussion on reading
	Introduction to Paint Programs
	Take off your shoe!
	Print
	Loading and Editing Images
	Print
	Introducing a Time Capsule and
	    Dividing into Groups
		Read Norton & Sprague chapter on
		    graphics

Week Three	Discussion of Readings -
	    A Concept Map
	Importing Images – Scanning
	    and/or Digital Cameras
	Work on Time Capsule
		Begin working on lesson plan
		Begin work on Portfolio

Week Four	Work on Time Capsule Create a rubric for assessing Time Capsules	Finish Portfolio Finish lesson plan
Week Five	Finish Time Capsule Analysis and Presentation of Time Capsules **Lesson Plan Due** **Portfolio Due**	