



ATENEUM DE DAVAO UNIVERSITY
HIGH SCHOOL

SCOPE AND SEQUENCE
SY 2014-2015
1st Quarter

Information Technology 8

Unit 1: Designing Graphics

Content Standard:

The learner demonstrates sound understanding of the concept of ownership of ideas and information and the use of the Adobe Photoshop software for producing visual designs, illustrating ideas and managing and communicating information.

Performance Standard:

The learner applies established citation standards for giving credit for information or ideas used from electronic sources.

The learner designs digital artworks using Adobe Photoshop to advertise values or products and to demonstrate curriculum concepts effectively.

Performance Task:

None

Topics:

File Management
Introduction to Graphic Design
Copyright and Citing Sources
Introduction to Adobe Photoshop
Adobe Photoshop Tools
 Magnetic Lasso Tool, Move Tool, Free-Transform Tool, Copy and Paste Tool'
 Rectangular Marquee Tool, Clone Stamp Tool, Magic Wand Tool,
 Color Replacement Tool, Healing Brush Tool
Layers
 Palette, Features, Styles

References:

Photoshop handouts (available in the Online Learning System)

Andes, R, et,al. *Simple Photoshop Fully Illustrated*, Andes Mountain Printers, 2006

Wooldridge, Mike, et al. *Teach Yourself Visually Photoshop 6*, Wiley Publishing, Inc., 2009

Unit 2: Producing Animations

Content Standard:

The learner demonstrates sound understanding of the use of the Adobe Flash animation software for producing visual designs, illustrating ideas and managing and communicating information.

Performance Standard:

The learner creates simple movie animations using Adobe Flash to advertise values and products and to demonstrate curriculum concepts effectively.

Performance Task:

Create a photo gallery in Flash

Topics:

Introduction to Computer Animation and Adobe Flash
Creating Animations
Frame-by-Frame Animation
Shape-Tween Animation
Shape and Motion Tween Animation
Motion Tween Animation
Masking
Motion Guide
ActionScripts and Button Symbols
Play and Stop Buttong Symbols
Importing Sound Clips
Creating a Storyboard

Textbook:

Animation in A FLASH 3 rd Edition by TechFactors Inc.
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References:

Flash Guidelines (available in the Online Learning System)
Williams, K. (2001). Flash: An Introduction, London: Dorling Kinsley Limited.
Mohler, James. Flash TM: Graphics, Animation, and Interactivity, Thomson Delmar Learning, 2001