GRADE 9 DIGITAL LITERACY
SY 2015-2016
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Class Blog: http://cismconnect.org/mloria
Group Code for Edmodo: **8bwuqp**

Course Overview:
Digital Literacy, although a separate course, is a program that is designed to be integrated into the total high school experience. The course aspires to develop student's skills not only in using technology, but to be able to use it to analyze, learn, and explore. It aims to develop digital age skills that are vital for preparing students to work, live, and contribute in an increasingly global and digital society. This semester, the course will cover the following units of study and apply the skills learned across curriculum areas:

UNITS OF STUDY	OBJECTIVES
1st Quarter **Communication & Collaboration** ● Productivity Tools ● Basic Spreadsheets **Digital Citizenship** ● Digital Footprint & Reputation **2nd Quarter** **Technology Operations & Concepts** ● Software Basics ● Computer Security & Risks **3rd Quarter** **Research & Information Fluency** ● Advanced Search Strategies ● Collective Intelligence **Creativity & Innovation** ● Web Programming (HTML) **4th Quarter** **Critical Thinking, Problem Solving & Decision Making** ● NXT Robotics Programming 2 **Creativity & Innovation** ● Basic Mobile App Development	Students will: ● Increase their knowledge and improve their skills in using productivity tools for independent and collaborative learning; ● Learn how to use spreadsheets to collect and interpret collected data; ● Learn that they have a public presence online called a digital footprint; ● Learn the fundamental categories of software and their relationships; ● Understand the factors that make a computer application a useful tool; ● Learn several types of computer crimes and possible crime-prevention techniques; ● Refine their online searches by using advanced search techniques; ● Learn about the concept of collective intelligence and how it works both online and offline; ● Learn HTML programming and be able to create a web page/site through an online learning environment; ● Learn and apply advanced NXT programming concepts for NXT robots; ● Be able to create a simple mobile app using MIT App Inventor

Standards & Expectations

Students will be assessed using *the National Educational Technology Standards of International Society for Technology in Education (ISTE)*. These standards are to be introduced, reinforced, and mastered in Grades 9-12. Please refer to the complete document on http://cismconnect.org/mloria.

Assessment & Evaluation

Formative (40%): Digital exercises
Short Quizzes
Class participation

Summative (60%): Final Individual/Group Project
Tech Integration Project

Class Policies

All students of this course are expected to follow the school policies stated on the Student Handbook.
Other procedures to be followed in class:

1. Students are expected to come to class on time, with all the materials they need to bring. Students will not be excused from leaving class just to get the things from the locker or some other place. Otherwise, students will be marked Tardy.
2. Since the Computer Lab is a shared facility, students are expected to wash or sanitize their hands prior to using any of the computers or other equipment. Alcohol will be available in the computer lab for everyone to share.
3. Log-in to a computer using your own account ONLY.
4. Students are expected to submit projects on time. Unless otherwise announced, deadline for submission is fixed.
5. Late submissions, within a week's time, will get a grade deduction. Projects submitted later than 1 week after submission date, will get a grade of F.
6. Paperless Class: All class documents, announcements, quizzes and submissions will be done online through Edmodo, Google Drive, or the class blog.
7. No food or drink other than bottled water is allowed in the computer lab.
8. Log-off from your account before leaving the computer lab. Shut down the computer if your class is scheduled on the last block.
9. Properly push in chairs and arrange computer peripherals (headphones, keyboard, mouse) at the end of the class.
10. iPads: iPads may only be taken out from the computer lab or the library, with the permission of a Digital Literacy teacher. Students may bring and use their own iPads provided they have the applications installed on their iPads.