

# Coding & Digital Arts 7 Brocklehurst Middle School

## Course Outline

Teacher: Mr. Cimmarrusti

Room: 206

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Required School Supplies: This is a fully digital course, so no personal supplies are necessary. Completed assignments are either saved via local servers or via the cloud.

Welcome to Brocklehurst Middle School and Coding and Digital Arts. Please read this course outline and feel free to discuss with me any questions or concerns you may have.

### **Course Content:**

The video game industry is now an annual 140 billion dollar giant that rivals other industries traditionally thought to dominate popular culture. This is an introductory course to coding and digital arts.

- [text-based coding.](#)
- binary representation of various data types, including text, sound, pictures, video.
- [drag-and-drop mobile development.](#)
- [relationships](#) between technology and social change.
- specific features and purposes of media artworks from the present and the past to explore viewpoints, including those of First Peoples.
- influences of digital media in society.
- technical and symbolic elements that can be used in storytelling.
- [ethical, moral, legal considerations and regulatory issues.](#)
- [digital and non-digital](#) media technologies, their distinguishing characteristics and uses.
- [keyboarding techniques.](#)

### **Software:**

- Microsoft Photodraw V2.
- Any generic Text Based Editor.
- Any available Web Browser such as Firefox or Chrome.

## **Core Competencies:**

**In this course, students will find themselves doing the following:**

### **Communication:**

The Communication competency encompasses the knowledge, skills, processes and dispositions we associate with interactions with others. Through their communication, students acquire, develop and transform ideas and information, and make connections with others to share their ideas, express their individuality, further their learning, and get things done.

### **Thinking:**

The Thinking competency encompasses the knowledge, skills and processes we associate with intellectual development. It is through their competency as thinkers that students take subject-specific concepts and content and transform them into a new understanding. Thinking competence includes specific thinking skills as well as habits of mind, and metacognitive awareness. These are used to process information from a variety of sources, including thoughts and feelings that arise from the subconscious and unconscious mind and from embodied cognition, to create new understandings.

### **Personal and Social**

The Personal and Social competency is the set of abilities that relate to students' identity in the world, both as individuals and as members of their community and society. Personal and social competency encompasses what students need to thrive as individuals, to understand and care about themselves and others, and to find and achieve their purposes in the world.

### **Classroom Assessment and Evaluation:**

This is a course based on practice of concepts covered through exploration and creation of projects. A rubric is used to measure the level of achievement. I expect students to dive in, experiment and try new things for this is an exploratory and project based course. Formative assessments are conducted daily working with students as they develop new skills. A final summative assessment takes place once a project is fully complete.

Summative assessments are made by the content creator, classmates and the teacher( more information will be provided as the course progresses.)

### **Contact:**

If you have any questions regarding content covered or the course in general please contact Joe Cimmarrusti via: [jcimmarrusti@exc.sd73.bc.ca](mailto:jcimmarrusti@exc.sd73.bc.ca) or call Brock Middle School at 250-376-1232.