

Computer Applications
Curriculum Bullets
10th Grade

- Microsoft Office
 - Microsoft Word
 - Writing word documents
 - Ribbons
 - Page Layouts
 - Saving/Sending/Emailing
 - Formal Letters
 - Watermarks
 - Letterheads
 - Business Letters
 - List
 - Tables
 - Outlines
 - Term Papers
 - Microsoft Excel
 - Spreadsheets
 - Ribbons
 - Page Layouts
 - Formulas
 - Basic Skills
 - Saving/Sending/Emailing
 - Projects
 - ❖ Classroom project to reinforce skills in Excel
 - ❖ Running spreadsheets
 - ❖ Working on formulas
 - ❖ Placing finished work in Power Point for Classroom Presentations

- Microsoft Power Point
 - Designing Power Point Slides
 - ❖ Working on basic layouts
 - ❖ Theme work
 - Inserting Video/Music
 - ❖ Making/Coping video to be used in presentation
 - Inserting Pictures
 - ❖ Coping or finding in files to bring to the presentation
 - Saving/Editing
 - ❖ Saving to desktop
 - ❖ Saving to folders
 - ❖ Saving to files
 - ❖ Recalling files to edit
 - Presentations
 - ❖ Public Speaking
 - ❖ Presentations teaching
 - ❖ Presentation Do's/Don'ts
 - Projects
 - ❖ Classroom projects for teaching
 - ❖ Classroom projects for learning

- Team Teaching
 - Working with other departments (English, History, Science, etc.)
 - Reinforcing Research skills
 - Presentations

- Creativity
 - Allowing students to be creative with a project
 - Halloween Book
 - Each students design, writes, and put their book on a PowerPoint for 3D presentations
 - Presenting each book to the elementary side
 - Public Speaking
 - Designing 2050 Computer
 - Learning the parts of a computer
 - Learning the functions of the computer parts

- Designing a future computer for the year 2050
 - Research: “What is a computer” and writing a paper on this
 - Turning all designs and research to a Power Point Presentation to be given out loud
 - 3-D design
 - Each student must make a computer out of materials they find
 - Must label each part of the computer
 - Must be able to stand in front of the classroom and “Sell” this computer design for the year 2050.
 - This reinforces the knowledge of the parts and functions of a computer
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- 3-D Animations
 - Pencil Animations –basic designs for 10th grade
 - Students learn to be creative by designing a story using Pencil Animation software
 - Add music
 - Add pictures
 - Drawing skills
 - Learning onion skins

 - Stop Animations - Basic for 10th Grade
 - Using Lego parts to design and direct a movie
 - Camera Skills
 - Vegas Movie Software (Professional)
 - Voice Overs
 - Engineering skills in set design
 - Learning how to render when finished to make a movie for different computers
 - Story board design
 - Directing a Movie
 - Producing a Movie

- Creating Commercials – Basic for 10th grade
 - Learning to direct
 - Learning to write scripts
 - Videoing
 - Editing
 - Saving and inserting
 - Downloading to web site

- Website Design
 - Design your own website
 - Uploading files to website
 - Publishing website
 - Housing your videos on another site to use on your website

- Robotics – 2nd Semester
 - Engineering
 - Building designs using written instructions
 - Designing and writing your own instructions
 - Building designs using your own written instructions
 - Map Designs
 - Following the specifications to a written map from the teacher
 - Making your own written map for another team to follow
 - Basic Science/Math skills
 - Using math/science to program your bot to do a certain task
 - Programing
 - Programing using LabView
 - Programing using RobotC
 - Programing using Mindstorms
 - Learning how to write code in each software
 - Coding
 - Learning what coding is
 - Learning how to read code
 - Learning how to write code

- Open Robotics
 - Letting the students take their learned skills and design a bot of their own
 - Writing the instructions on how to build this bot
- Competition
 - Letting the students design a set for the competition
 - Advertising their competition school wide but putting a commercial together
 - Battle of the Bots: the students will design, build, and execute bots to fight in the competition