	Computer Applications (9th)	Advanced Computer Applications - DMACC (new 13-14)	Multimedia	Advanced Video Production I (new 13-14)	Advance Video Production II (new 13-14)	Advanced Video Production III (13-14)	Web Design I	Web Design II (DMACC)	Programming I	Programming II	AP Computer Science	Virtual Reality I	Virtual Reality II	Virtual Reality III	Virtual Reality IV
Standard 1	Demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.														
Benchmark A:	Apply existing knowledge to generate new ideas, products, or processes.														
Objective:	Design, develop, create, and/or test self-generated digital learning objects such as word processing, desktop publishing, spreadsheets, database, and presentations that are accessible by as many users as possible, and demonstrate knowledge and skills related to curriculum content.	Design, develop, create, and/or test self-generated digital learning objects such as email/calendars, word processing, desktop publishing, spreadsheets, database, and presentations that are accessible by as many users as possible, and demonstrate advanced knowledge and skills related to curriculum content.	Design, develop, create, and/or test self-generated digital learning objects such as PowerPoint, blog, podcast, videos for DVD and web that are accessible by as many users as possible, and demonstrate knowledge and skills related to curriculum content.	Design, develop, create, and/or test self-generated digital learning objects such as professional-quality video for mulitple viewing options such as DVD and web that are accessible by as many users as possible, and demonstrate knowledge and skills related to curriculum content.	Design, develop, create, and/or test self-generated digital learning objects such as professional-quality video for mulitple viewing options such as DVD and web that are accessible by as many users as possible, and demonstrate knowledge and skills related to curriculum content.	Design, develop, create, and/or test self-generated digital learning objects such as professional-quality video and special effects for mulitple viewing options such as DVD and web that are accessible by as many users as possible, and demonstrate knowledge and skills related to curriculum content.	Design, develop, create, and/or test self-generated digital learning objects such as web pages using the most current version of HTML coding, that are accessible by as many users as possible, and demonstrate knowledge and skills related to curriculum content.	Design, develop, create, and/or test self-generated digital learning objects such as web pages using XHTML, DHTML, CSS, JavaScript, and/or a WYSIWYG editor, that are accessible by as many users as possible, and demonstrate knowledge and skills related to curriculum content.	Design, develop, create, and/or test original and creative programs that are accessible by as many users as possible, and demonstrate knowledge and skills related to curriculum content.	Design, develop, create, and/or test original business and gaming programs that are accessible by as many users as possible, and demonstrate knowledge and skills related to curriculum content.	Design, develop, create, and/or test original business and gaming programs that are accessible by as many users as possible, and demonstrate knowledge and skills related to curriculum content and industry standards.	Design, develop, create and/or test a minimum of 4 personal or educational 3D models that are accessible to a specific audience, and demonstrate knowledge and skills related to curriculum content.	Design, develop, create and/or test a minimum of 3 personal and 3 educational 3D models that are accessible to an educational audience, and demonstrate knowledge and skills related to curriculum content, demonstrate ability to understand how to put various features of blender into their original work.	Design, develop, create and/or test a minimum of 4 personal and 4 educational or industry 3D models that are accessible to a specified audience, and demonstrate knowledge and skills related to curriculum content, demonstrate ability to understand how to put various features of blender into their original work.	Design, develop, create and/or test an industry 3D models that are accessible to a specified audience, and demonstrate knowledge and skills related to curriculum content, demonstrate ability to understand how to put various features of blender into their original work.
Benchmark B:	Create original works as a means of personal or group expression.														
Objective	Create, individually or collaboratively, media-rich products such as word processing, desktop publishing, spreadsheets, database, and presentations to be displayed, published, or performed for a variety of audiences.	Create, individually or collaboratively, media-rich products such as email, word processing, desktop publishing, spreadsheets, database, and presentations to serve as business productivity tools vital in today's business and industry.	Create, individually or collaboratively, media-rich products such as PowerPoint, blog, podcast, videos for DVD, and web products to be displayed, published, or performed for a variety of audiences.	Create, individually or collaboratively, professional-quality videos using industry standard software to be displayed, published, or performed for a variety of audiences.	Create, individually or collaboratively, professional-quality videos using industry standard video production software to be displayed, published, or performed for a variety of audiences.	Create, individually or collaboratively, professional-quality videos using industry standard video production and special effects software to be displayed, published, or performed for a variety of audiences, including 1 project for educational or professional use.	Create, individually or collaboratively, media-rich products such as web pages using the most current version of HTML coding to be displayed, published, or performed for a variety of audiences.	Create, individually or collaboratively, media-rich products such as web pages using XHTML, DHTML, CSS, JavaScript, and/or a WYSIWYG editor, to be displayed, published, or performed for a variety of audiences.	Create, individually or collaboratively, media-rich products such as original and creative programs to be displayed, published, or performed for a variety of audiences.	Create, individually or collaboratively, media-rich products such as original business and gaming programs to be displayed, published, or performed for a variety of audiences.	Create, individually or collaboratively, media-rich products such as original business and gaming programs to be displayed, published, or performed for a variety of audiences including object-oriented program design, proper program implementation, program analysis, standard data structures and algorithms, and computing in context.	Create, individually or collaborativley, media-rich projects to demonstrate their use of the various aspects of the 3D modeling program including animation, particles, fluids, smoke, camera location, and rendering properly for 3D vieiwing.	Create, individually or collaborativley, media-rich projects to demonstrate their use of the various aspects of the 3D modeling program including animation, particles, fluids, smoke, camera location including a view from the inside out, and rendering properly for 3D vieiwing.	Create, individually or collaborativley, media-rich projects to demonstrate their use of the various aspects of the 3D modeling program including animation, particles, fluids, smoke, camera location including a view from the inside out, rendering properly for 3D vieiwing, armeture, and particle systems. Investigate other software programs and being learning how to use them such as CREO, Maya, Visible Human Project, and other approved software. Demonstrate the ability to combine features of 2 or more modelling software into a project.	Create, individually or collaborativley, media-rich projects to demonstrate their use of the various aspects of the 3D modeling program including animation, particles, fluids, smoke, camera location including a view from the inside out, rendering properly for 3D vieiwing, armiture, particle systems, and game engine. Investigate other software programs and being learning how to use them such as CREO, Maya, Visible Human Project, and other approved software. Demonstrate the ability to combine features of 2 or more modelling software into a project. Demonstrate the ability to blend projects into a combined project.