

# MEDIA ARTS

## Syllabus

Mrs. McMath - Benton Middle School

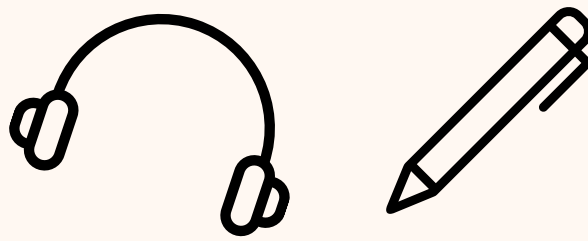
### Welcome

Welcome to Media Arts! This course will focus on the fundamentals of design. Media Arts is a project based class where students will use a variety of technology skills while obtaining a strong design background and understanding its purpose. Students will use technology to create a variety of digital arts projects while always focusing on the design principles. Through the Media Arts course students will be exposed to design and technology vocabulary, while at the same time, continue to build their creativity and exploration skills. Together we will explore the power of the design process through peer critique. Students will create, evaluate, and refine as they become reflective learners and designers. It is my goal to provide students with the opportunities to grow as critical thinkers, problem solvers, collaborators, all while expanding their appreciation for design, technology, and the arts; some of the key skills they will need in high school, college, and in every career.

### Course Materials

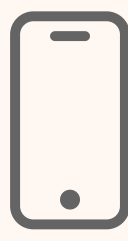
This course will be mostly complete online and/or on computers and iPads. Though, students should come prepared with some basic supplies daily for class.

- Pens
- Pencils Paper
- Colored Pencils
- Highlighters
- 1 Package Sticky Notes
- Plug-in Headphones or Earbuds. No Bluetooth enabled listening devices.



### Technology

If you have a phone, it should be on silent, and in your backpack at ALL times. There is no texting, making or receiving phone calls, taking pictures, or video recording at all times in the classroom.



#### iPad Rules

1. iPads must be in silent mode when entering the classroom.
2. All apps must be swiped closed before entering the classroom.
3. Only open apps directed to by the teacher.
4. Screen down when not in use for task/assignment.
5. Store in a safe place away from liquids.
6. Permission is needed before taking any pictures/video of students and staff.
7. Cyberbullying is NOT tolerated at school or home.

### Course Design

#### Class Exercises and Skill Builders

Class Exercises and Skill Builders will supplement the current lesson and provide students with an opportunity to practice or review the processes, skills, techniques or technology covered in class. Skill Builders are daily activities designed to introduce and/or review design techniques and concepts.

#### Projects

Projects will incorporate processes, skills, techniques or technology covered in lessons prior to assignment of the actual project, utilizing all handouts, notes, etc. to successfully complete each project. Students will follow a provided project sheet with specific guidelines, as well as pull from teacher instruction, demonstrations, and examples to complete their project either individually, pairs, or a group. The appropriate time is given for all projects to be completed in class.

#### Quizzes

Quizzes may be given on recently covered terminology, processes, techniques, and technology and will be drawn from class handouts and student notes from class lectures, exercises, work and projects. Quizzes may be multiple choice, fill in the blank, or short answer in format. Students are expected to study their handouts and notes at home as needed.

#### Homework

How much homework will I have? Occasionally homework will be assigned, but will be limited, since the majority of our work is completed in class on the computers. Most of the homework in this class involves preparing for a project or quiz. When it is assigned it is important that you complete it on time. If homework is turned in late, it may result in a loss of points for your grade.

### Course Expectations

1. Line up with all supplies, food, drinks and devices stored before the bell rings.
2. Listen respectfully when the teacher, peers, and guest speakers are talking/presenting.
3. Keep your hands, feet, and body to yourself and sit appropriately at your chair and desk.
4. Be respectful, courteous, and kind to the teacher, peers and all school property and technology.
5. Follow the iPad/Mobile Device Rules accordingly.
6. Be positive and encouraging with your words and actions.
7. No food, drink, or gum is allowed in the classroom.
8. Do NOT leave any trash behind. Please put all trash in the trash cans and keep our classroom tidy and neat!

#### Opportunities for Positive Change

1. Warning
2. Student/Teacher Conference
3. Reflection Form and time out plus phone call home
4. Referral to the office for further consequence

**\*Please note: severely disruptive or dangerous behavior may result in omission of steps 1-3.**



#### Read and Review the below items in the Schoology Assignment Folder

1. Benton Citizenship Rubric/Policy
2. PRIDE Acronym Definitions
3. Complete Student Syllabus Quiz
4. Complete Parent Syllabus Quiz