

<b>VIII Multimedia – Productivity Tool</b>																	
<b>REF#</b>	<b>BENCHMARK:</b>	<b>P</b>	<b>K</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>		
1	Identify and use multimedia vocabulary terms.		I	D	D	M	A	→									
2	Use digital camera to capture images.		I	D	D	M	A	→									
3	Use scanner to create digital images.		I	D	D	M	A	→									
4	Record sounds using a microphone or other audio capture device.		I	D	D	M	A	→									
5	Transfer images from digital camera and scanner into an application. Adjust size and resolution as needed.			I	D	D	M	A	→								
6	Develop a storyboard to outline and sequence the elements of the project.				I	I	D	D	D	M	A	→					
7	Use a video camera to create short movies (interviews, documentary, commercials, news, etc.).				I	I	D	D	D	M	A	→					
8	Create simple animation (claymation, .gif animation, etc.).				I	I	D	D	D	M	A	→					
9	Create music and sound files (musical keyboard, software, etc.).					I	I	D	D	D	M	A	→				
10	Use appropriate internet multimedia resources (images, sounds, music, and video). Properly cite sources.					I	I	D	D	D	M	A	→				
11	Design and create basic web pages for classroom use.					I	I	D	D	D	M	A	→				
12	Output or display the multimedia to a suitable device or location (data projector, kiosk, on-line posting, etc.).					I	I	D	D	D	M	A	→				
13	Basic video editing (insert titles, transitions, special effects, sounds, etc.).								I	D	D	D	D	M	A		

April 2004      I = Introduce      D= Developing      M = Mastery      A = Apply – Independent use