



2012 Curriculum Catalog

Digital Arts

Welcome to Alpha Omega Publications!

We are excited that you are including Ignitia® as part of your program of instruction, and we look forward to serving you and your students.

Ignitia comes complete with a full, multimedia-rich curriculum for grades 3-12 in five core subjects and electives.

Thanks for choosing us!
Glynlyon Curriculum Development Team

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Monday – Friday 7 a.m. to 5 p.m. (CT)

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Course Overview

Digital Arts is a semester-long elective designed to provide computer science students with an introduction to visualization-graphics programming on computers. To equip students for today's digitally driven lifestyle, this course focuses on using a digital camera and the practical application of digital imaging and editing programs. Additionally, students will work with audio-editing programs, and will also examine 3D technology and cinematography.

Throughout the course, students may be asked to answer questions or to reflect on what they've read in their notes. The notes are not graded. Rather, they are a way for students to extend their thinking about the lesson content. Students may keep handwritten or typed notes.

Additional Resources

In addition to the default course program, Digital Arts includes extra alternate lessons, projects, and tests for use in enhancing instruction or addressing individual needs. Below is a list of suggested resources which can be used in conjunction with these assignments.

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