

Unit 5: Generate New Content

Content Area: **Computer Science**
Course(s):
Time Period: **Marking Period 3**
Length: **20-30 days**
Status: **Published**

Brief Summary of Unit

A school district has many moving parts and many different groups involved with activities in all of the schools and central office. What exists on the website is stale only a few days or weeks after it first appears. Once the initial updates are complete, and the routine of consistent events and updates is settled, the idea of generating new content will be important in keeping the website fresh. Images, videos, and various other features are available through the CMS. With the creativity of our team members the implementation of these features will help keep the site updated constantly.

Revision Date: August 2020

CS.9-12.8.2.12.NT.1	Explain how different groups can contribute to the overall design of a product.
CS.9-12.8.2.12.NT.2	Redesign an existing product to improve form or function.
CS.9-12.8.2.12.ITH.1	Analyze a product to determine the impact that economic, political, social, and/or cultural factors have had on its design, including its design constraints.
CS.9-12.8.2.12.ITH.2	Propose an innovation to meet future demands supported by an analysis of the potential costs, benefits, trade-offs, and risks related to the use of the innovation.
CS.9-12.ED	Engineering Design
WRK.K-12.P.4	Demonstrate creativity and innovation.
WRK.K-12.P.5	Utilize critical thinking to make sense of problems and persevere in solving them.
WRK.K-12.P.8	Use technology to enhance productivity increase collaboration and communicate effectively.
WRK.K-12.P.9	Work productively in teams while using cultural/global competence.
TECH.8.1.12.A	Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems and operations.
TECH.8.1.12.A.2	Produce and edit a multi-page digital document for a commercial or professional audience and present it to peers and/or professionals in that related area for review.
TECH.8.1.12.A.CS2	Select and use applications effectively and productively.
TECH.8.1.12.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.
TECH.8.1.12.B.CS2	Create original works as a means of personal or group expression.
TECH.8.1.12.C.CS4	Contribute to project teams to produce original works or solve problems.
	Engineering design is a complex process in which creativity, content knowledge, research, and analysis are used to address local and global problems. Decisions on trade-offs involve systematic comparisons of all costs and benefits, and final steps that may involve redesigning for optimization.

Essential Questions / Enduring Understandings

Essential Questions:

- How long should images and video exist on the website before they are replaced?
- What types of images and videos should be used on the website?
- How much information is necessary for a new section of the site?

Enduring Understanding

- Visual cues assist viewers of a website to recognize when information is new and updated.

Objectives

Students Will Know:

- how to determine if images and videos can be used on the website.
- how to build new pages and sections within the CMS.

Students Will be Skilled At:

- photo and video manipulation.

Learning Plan

- All photos and videos need to be approved using the Acceptable Use Policy. Students and parents must have signed off on allowing their images to be used on the internet.
- Photos and video in galleries need to be updated as frequently as possible.
- Staff Webmasters will know most of what is happening within the schools; student interns can work with them to retrieve new images and videos.
- Building new webpages begins with planning the site location to link it to the current site, then content and structure, then checking content, and finally publishing it. All new content should be approved by staff webmasters.

Assessment

Assessments

- Formative: Daily assessments using examples from class notes and CodeHS.com, AP

Classroom/Albert Checks for Understanding

- Summative: Teacher-created assessments/projects and CodeHS Computer Science Projects, AP Classroom/Albert Unit Assessments
- Benchmark: Check for understanding benchmark assessments on CodeHS, AP Classroom/Albert/Khan Academy Diagnostics
- Alternative Assessments: Student-centered activities such as a doorbell coding project, game design projects, and other activities involving real world applications

Updates on the district site.

Materials

Core instructional materials: [Core Book List](#)

Supplemental materials: CodeHS