

# Introduction to Digital Technology

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## Description

Introduction to Digital Technology is the foundational course for Web & Digital Communications and Programming pathways.

This course is designed for high school students to understand, communicate, and adapt to a digital world as it impacts their personal life, society, and the business world. Exposure to foundational knowledge in hardware, software, programming, web design, IT support, and networks are all taught in a computer lab with hands-on activities and project-focused tasks. Students will not only understand the concepts, but apply their knowledge to situations and defend their actions/decisions/choices through the knowledge and skills acquired in this course.

Employability skills are integrated into activities, tasks, and projects throughout the course standards to demonstrate the skills required by business and industry.

Competencies in the co-curricular student organization, Future Business Leaders of America (FBLA), are integral components of both the employability skills standards and content standards for this course.

Various forms of technologies will be highlighted to expose students to the emerging technologies impacting the digital world. Professional communication skills and practices, problem-solving, ethical and legal issues, and the impact of effective presentation skills are taught in this course as a foundational knowledge to prepare students to be college and career ready. The knowledge and skills taught in this course build upon each other to form a comprehensive introduction to digital world.

## Course Curriculum Content

### Course Standards

COURSE STANDARDS		UNITS/TOPICS
IT-IDT - 1	Demonstrate employability skills required by business and industry	1. FBLA – leadership development, community service, and employability skills
IT-IDT - 2	Explore, research, and present findings on positions and career paths in technology and the impact of technology on chosen career area.	2. Online safety and digital citizenship
IT-IDT-3	Demonstrate effective professional communication skills (oral, written, and digital) and practices that enable positive customer relationships.	3. Emerging and future technology
IT-IDT-4	Identify, describe, evaluate, select and use appropriate technology.	4. Hardware and software
IT-IDT-5	Understand, communicate, and adapt to a digital world.	5. Problem solving, flowcharting and algorithms
IT-IDT-6	Explore and explain the basic components of computer networks.	6. Visual programming
IT-IDT-7	Use computational thinking procedures to analyze and solve problems.	7. Employability Skills
IT-IDT-8	Create and organize webpages through the use of a variety of web programming design tools.	8. Information Technology Careers: Programming, Gaming, and Software Development
IT-IDT-9	Design, develop, test and implement programs using visual programming.	9. FBLA – entrepreneurship development, competitive events, professional communication
IT-IDT-10	Describe, analyze, develop and follow policies for managing ethical and legal issues in the business world and in a technology-based society.	10. Operating systems
IT-IDT-11	Explore how related student organizations are integral parts of career and technology education courses through leadership development, school and community service projects, entrepreneurship development, and competitive events.	11. Customer relationships
		12. Networking basics
		13. Online resources
		14. Web design
		15. Ethics, legal issues, and cyber security
		16. Information Technology Careers: Network Systems, Information Support & Services, and Web & Digital Communications, Computer Forensics

## Books & Sources Used

Shelly, G. and Misty Vermaat. Discovering Computers. Shelly Cashman Series, 2012.

Caban, H. and Dr. P. Fortier. Introduction to Networks and Networking. McGraw Hill Glencoe., 2005.

Roberts, R. Computer Service and Repair: A Guide to Troubleshooting, Upgrading, and PC Support. Goodheart-Wilcox Company, Inc, 2003.

## FBLA

FBLA is a co-curricular student organization that plays an integral part in the components of the Business & Technology course standards. FBLA activities are incorporated throughout this course and the rest of the Business and Computer Science courses. Students are strongly urged to join FBLA (\$15.00) to benefit from the wealth of opportunities the organization has to offer.

## Class Work

All assignments are posted on *the Ringgold High School website*.

Each student is required to complete daily assignments. If the student is absent, the work must be made up in the computer lab before or after school. The student should make arrangements on the day of return to make up class work. Students will read a variety of current events, magazine articles, internet research and technical textbooks to fulfill Ringgold High School's literacy goals.

## Career Opportunities

- Computer Engineer
- Game Developer
- Programmer
- Network Engineer
- Networking Specialist
- Information Technology Engineer
- Technical Support Specialist
- Software Design Engineer
- Web Designer

## Grading

Class Work	60%
Exams and Projects	30%
Quizzes	10%

Assessments: Presentations, Projects, Labs, Journals, Portfolios, Small Learning Groups

## Other Information

### Expectations for Academic Success

- 1) Complete daily classwork assignments
- 2) Participate in discussions and ask questions
- 3) Participate constructively as a team member
- 4) Problem solve and accept challenges
- 5) Challenge yourself to continuously improve

**Business Department Cheating Policy: No credit will be given for any assignment where cheating has occurred.**

*The syllabus may be updated as needed throughout the semester.*