COURSE SYLLABUS
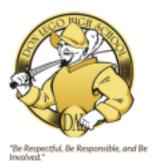2023-2024
INSTRUCTOR: Ms. Candida Celaya
ROOM: 37
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COURSE DESCRIPTION:

This course is designed to give students a broad overview of the use of the two-dimensional art of digital photography. Students will gain practical experience and learn the technical and historical information essential to master the art of digital photographic representation with computer manipulation. Basic information and techniques will be stressed and skills will be applied in a variety of ways. The course will increase knowledge of the physical skills necessary in creating photographs as well as an intellectual understanding of critical judgments in the fine arts. This course is aligned to the Visual and Performing Arts California Career Technical Education Standards

Rationale for this course: The visual arts have been a part of human expression since prehistoric times. The visual arts have been used in all cultures and civilizations to communicate ideas, customs, traditions, and beliefs. The value of instruction and exposure to the visual arts is immeasurable in the humanizing process.

CLASSROOM EXPECTATIONS:

Routines	Be Respectful Be Responsible	Be Involved
Enter/Exit ● Be on time. Every day. ● When the first bell rings, all students should be lined up, single file, against the wall by the door, away from the middle of the hallway. ● Quiet when coming/going during instructional time (RR, office)	● **Place all cell phones in backpack** ● Remove all backpacks and place them against the cupboard/whiteboard wall ● Sit at your assigned computer. ● Check daily agenda ● Sign in/out for bathroom pass (limited to 4 minutes)	● Setup notebook and/or computer for daily task ● Pick up trash around your desk ● Remain seated until you are dismissed. ● Clean workspace before leaving

Direct Instruction	• Follow Directions • Focus on instruction	• Stay on task by taking notes • Complete and turn in all assignments by the due date. • Cell phones not allowed	• Raise hand to contribute/seek clarification • Be ready to answer when called upon
Individual Work	• Stay seated at your desk • Stay on task and complete assignments • Use computers and equipment appropriately • Allow others to learn • Talk quietly as not to disrupt others		• Ask questions if you are confused • Offer to assist others if you've completed your assignment (with teacher's permission).
Group Work	• Be understanding of differing points of view • Stay on task • Use computers and equipment appropriately		• Contribute positively toward your group's goal

NO FOOD OR DRINKS ALLOWED in the computer lab. Water is allowed, but not near the computers!

Cell Phone Policy:

NO CELL PHONES ALLOWED and **MUST REMAIN in YOUR BACKPACK** during class.

Consequences if caught using your cell:

- **1st Time: Warning (unless you are violating policy daily/frequently, then 3rd time consequence will be enacted)**
- **2nd Time: Phone will be collected by the teacher and will not be returned to the student until the END of school day.**
- **3rd Time: Parents will be called AND phone will be sent to Administration.**

This policy ALSO APPLIES to ear buds, headphones, and any electronic device not used for the purpose of this class.

Tardies:

Students will be referred to detention after the third, unexcused tardy.

Detention will be served in my classroom (room 37), after school,right after 6th period.

- If a student is assigned detention, it will be served within one week of assignment.
- If a student DOES NOT report to detention, they will be referred to after school detention from

  3:22 pm - 4:30 pm in room 59.
  - If a student does not report to after school detention, they will be sent to Administration for further action.

<u>Grading:</u>

Assignments will be graded by points and weighted in the appropriate category.

Assignments = 55% of total grade

Participation = 25%

Digital Portfolio = 20%

A= 90-100%

B= 80-89%

C= 70-79%

D=60-69%

F=50-59%

SUGGESTIONS FOR SUCCESS:

1. Actively contribute to the fun and professional learning environment.
2. Create your visual perception in detail.
3. Explore the design programs and discover your own techniques and capabilities.
4. Problem solving is the ultimate way to learn. Try to solve your own problems before relying on others to help.
5. With computers…"HOVER to DISCOVER" when you are not sure what a certain tab is.
6. It's OK to make mistakes.