



CORRELATION TO ALABAMA COURSE OF STUDY

STANDARDS	PAGE REFERENCES
<b>Multimedia Hardware and Software</b>	
<b>Students will:</b>	
<p>1. Compare types of multimedia, including presentation, desktop publishing, Web page design, graphic design, digital photography, and digital video use in creating projects.</p>	<p><b>Student Edition:</b>                      4-11, 17-18, 21 #1, 79, 124, 127-134, 147, 174-176, 194-195, 272-273, 328-329, 395  <i>Think About It</i> 174, 194  <i>Topic Check</i> 11, 18, 131, 136, 139  <b>Teacher Manual:</b>                      222, 224, 228-231, 239</p>
<p>2. Utilize a variety of input devices for digitizing multimedia information, including digital camera, video, scanner, Internet downloads, and graphic software.</p>	<p><b>Student Edition:</b>                      76-82, 141-142, 204-206, 220-223, 326-327, 328-329, 330-331  <i>Topic Check</i> 82  <b>Teacher Manual:</b>                      119-120, 173</p>

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<p>3. Use a variety of software and equipment to create, modify, and enhance multimedia projects.</p>	<p><b>Student Edition:</b> 71-74, 78-82, 125-139, 267-268, 292, 304, 320-321, 326-327, 328-329 <i>Applying Multimedia Skills</i> 297 <i>Table 13.1</i> 275 <i>Topic Check</i> 136 <b>Teacher Manual:</b> 135-142, 228-231, 239</p>
<p><b>Graphic Design</b></p>	
<p>4. Demonstrate appropriate techniques associated with graphic design. Examples: selecting, resizing, manipulating graphics, changing resolution, rastering, retouching photographs, correcting color, creating images</p>	<p><b>Student Edition:</b> 129-130, 176-179, 183-190, 243, 290-293, 343-344, 361-362, 363-364 <i>Topic Check</i> 185 <b>Teacher Manual:</b> 154-159, 235-236</p>
<p>5. Utilize precision tools to manipulate images. Examples: deleting, moving, rotating, setting custom alignment guides, extracting and applying filters</p>	<p><b>Student Edition:</b> 79-81, 129-131, 176-179, 183-190, 328-329, 330-331, 343-344 <i>Topic Check</i> 185 <b>Teacher Manual:</b> 157, 161, 235-236</p>
<p>6. Utilize graphic design software to create business and personal publications. Examples: newsletters, brochures, business cards, calendars</p>	<p><b>Student Edition:</b> 275, 277-294, 298-299, 390, 391-392 <i>Table 13.1</i> 275 <i>Topic Check</i> 282 <b>Teacher Manual:</b> 192-197, 199, 233, 244, 245, 246, 248</p>
<p>7. Apply integration principles for importing scanned digitized graphics and text, tables, charts, and pictures into a publication.</p>	<p><b>Student Edition:</b> 233, 304, 305-306, 307-308, 316-317, 320-321, 324-325, 330-331, 335, 361-362, 367-368, 401, 402 <i>Topic Check</i> 185 <b>Teacher Manual:</b> 94, 167, 244, 245</p>
<p>8. Utilize research results to interpret the impact of media and copyright laws on media publications. Examples: ethical issues, authenticity</p>	<p><b>Student Edition:</b> 33, 57, 75, 128, 184, 221 <i>Reviewing Concepts</i> 33 <i>Understanding Ethics</i> 128, 184, 221 <b>Teacher Manual:</b> 137, 158, 171</p>

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<b>Web Design</b>	
<p>9. Explain the differences among Web sites, Web pages, and Web browsers.</p> <ul style="list-style-type: none"> <li>• Identifying Web elements, including hypertext markup language (HTML) tags, headings, and body</li> </ul>	<p><b>Student Edition:</b> 4, 11, 24-25, 30-32, 132-133, 152, 156, 274 <i>Table 2.1 29</i> <i>Topic Check 32, 37</i></p> <p><b>Teacher Manual:</b> 104</p>
<p>10. Develop interactive Web pages and sites using a variety of component formats, including HTML, HTML editors, and Web authoring programs.</p> <p>Examples: components—guest book, forms, hit counter, marquees, hover button, transition, banner advertisements, navigational schemes</p>	<p><b>Student Edition:</b> 274-275, 280-294, 390-391, 392, 402, 404 <i>Figure 13.7 284</i> <i>Table 13.1 275</i></p> <p><b>Teacher Manual:</b> 193-197, 198-199, 248-250</p>
<p>11. Determine the applicable format for converting digital files.</p> <p>Examples: Joint Photographic Experts Group (JPEG), Graphics Information File (GIF) Portable Network Graphics (PNG), Music Player 3 (MP3), Tagged Image File Format (TIFF)</p>	<p><b>Student Edition:</b> 142-144, 180-182, 198-199, 214-215 <i>Reviewing Concepts 201</i> <i>Table 6.1 143</i> <i>Topic Check 144, 200</i></p> <p><b>Teacher Manual:</b> 170</p>
<p>12. Apply knowledge of project management to ensure a quality product.</p>	<p><b>Student Edition:</b> 138, 230-234, 237-238, 252-258, 260-263 <i>Table 11.1 230</i> <i>Topic Check 234, 258</i></p> <p><b>Teacher Manual:</b> 182, 187</p>
<p>13. Demonstrate the manipulation of digital image file sizing.</p> <ul style="list-style-type: none"> <li>• Optimizing resolution for Web and print publications</li> </ul>	<p><b>Student Edition:</b> 142-144, 180-182, 212-214 <i>Table 6.1 143</i> <i>Topic Check 144, 182</i></p> <p><b>Teacher Manual:</b> 164, 170</p>

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STANDARDS	PAGE REFERENCES
<b>Career Opportunities</b>	
14. Determine career and entrepreneurial opportunities, responsibilities, and educational and credentialing requirements related to multimedia design.	<b>Student Edition:</b> 12, 59, 97, 110, 135, 154, 189, 205, 217, 236-248, 276, 387 <i>Exploring Careers</i> 12, 59, 97, 110, 135, 154, 189, 205, 217, 276 <b>Teacher Manual:</b> 91, 109, 124, 130