

DigiText 2012

TRIO Quest 2012 – University of Washington

Today's Menu...

- Curriculum & New Tools
- Using the Google Sites Template
- Understanding the Rubric
- Your Questions & Needs

Past Webinar Recordings

<http://uwtrio.org/trioquest/webinars>

Webinars

Have questions? Need help? No worries! TRIO Quest support team is here to help. Our live webinars provide a way for you to learn about TRIO Quest in more detail, as well as giving you an opportunity to have your questions answered directly.

| Activity Webinars | Program Webinars | Intro Webinar |
|--|--|--|
| Digitalize Webinar Thursday, March 29, 2012 10:00AM PACIFIC / 1:00PM EASTERN | TRIO Quest Overview for New Programs Thursday, February 16, 2012 10:00AM PACIFIC / 1:00PM EASTERN | Overview of the new 4-Step Process Monday, January 30, 2012 10:00AM PACIFIC / 1:00PM EASTERN |
| Digitalize Webinar Tuesday, March 27, 2012 10:00AM PACIFIC / 1:00PM EASTERN | TRIO Quest Overview for Returning Programs Tuesday, February 28, 2012 10:00AM PACIFIC / 1:00PM EASTERN | |

DigiText Curriculum Plan

Steps to Build a Winning Curriculum

10 Steps to a Winning DigiText Entry 2012

Complete these 10 steps and you WILL have a great DigiText entry for the 2012 competition.

1. **Make the Judges Happy: Know the Rubric – Know the Rules**
2. **Build a Strong Foundation: Know Your Purpose and Goal**
3. **Know the Elements of Good Writing & Images**
4. **Take Images – Write Captions**
5. **PRESENT: Images – Captions – Purpose – Goals**
6. **Revise Revise Revise**
7. **Write Write Write – Manipulate Images for Effect**
8. **Edit, Edit, Edit – Provide Credits and References**
9. **PRESENT your final DigiText Entry**
10. **Submit your Completed Entry & CELEBRATE!**

Fabulous Adobe Youth Voices

Our Philosophy Curriculum Stories Hello, Evanston

PRINT

Through print media, young people can manipulate words and images to communicate compelling messages, stories, and ideas.

Print needs to celebrate—highlight our attention and capture our imagination. From the Internet Age, print media still maintains its special relevance, creating products that can together tell experiences and share an overall sense of self.

Print serves as a great introduction to media for youth due to its relative accessibility and versatility—youth can range from publishing a book, creating posters, or even designing their own logo.

Print Curriculum

<http://www.youthvoices.adobe.com/>
> Educational Resources > Essentials > Youth Centered Curriculum > Print

CURRICULUM: HOPES AND DREAMS

7-9 Weeks 8 Lessons 22 PDF Files

Overview

Participants will use Adobe Photoshop Elements or other graphics design software to create an evocative collage of images representing who they are, where they are from, and what they hope and dream. As youth build base and advanced skills they will gain the confidence to express themselves creatively and utilize media tools to develop a complete collage, which reflects their aspirations. Adult facilitators will help youth participants employ media tools effectively to craft a meaningful and personal message.

The project can be adapted to a variety of interests, in pairs, or as one continuous and connected project. Students may wish to share experiences before an academic calendar of winter, spring, and summer terms, an eight-week project in semester-based. Assuming a typical term of 12 to 13 weeks, this schedule allows extra time for final steps: preparatory activities, such as group introductions; closure activities, such as final reports; and exhibition activities.

Learning goals

Youth will learn to:

- Use digital media and environment to communicate and work collaboratively
- Demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology
- Understand how the purposeful placement of visual elements, such as shape and color, can be used to effectively convey a message.

Sample project

VIEW



