

BUS:Desktop Publishing Resources (IT)

Summary

(1/2 day IT) This lesson summarizes the terminology and concepts for the desktop publishing unit in the business TLC section.

NOTE - This is not a complete lesson plan, only a compilation of resources for business teachers to use when they teach the desktop publishing unit with an IT twist.

Time Frame

1 class periods of 30 minutes each

Group Size

Large Groups

Life Skills

Thinking & Reasoning, Communication, Employability

Materials

See IT TLC web site.

Background for Teachers

These resources are for business teachers to use during the desktop publishing unit of TLC. Design Concepts is what we'd like students to understand as they create their projects. Identifying the audience and thinking about which colors are appropriate for the audience etc.

Student Prior Knowledge

Students should have completed the basic computers unit.

Intended Learning Outcomes

Students should be able to apply proper design concepts when they create their desktop publishing projects. Students will also be introduced to career opportunities in web development.

Instructional Procedures

1. Introduce students to basic design concepts by reviewing the Skyview High School multimedia site. See "Principals of Visual Design," and "Project Planning."
2. See also 2D Graphics and Typography for more detailed information on graphics and fonts.
3. Performance: Students should insert clip art into a document. Students should also download a graphic from the Internet to place in a document.
4. Introduce students to careers in web development. See the web developer sites. Also see the Tech Career Compass for more detailed information on web careers.

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