Presentation Technology

Description

Presentation technology is a powerful graphics curriculum based upon PowerPoint. Using PowerPoint, the students gain a basic knowledge of each component of a presentation: individual slides, speaker notes, an outline of a presentation, handouts, lectures, agendas, and flyers. The students then use graphics, text, charts, movies, sound effects, and even the Internet to share this information. The presentation is then displayed as an electronic slide show on a computer, a video projector, or the Internet.

Skills

- Create various PowerPoint presentations over various topics.
- Use all of the features in PowerPoint.
- Present and print presentations.

Knowledge

- Discuss various presentation methods and presentation aids.
- Explain how the scientific method is used in everyday activities.
- Explain why STEM education is important.
- Discuss the various ways to identify and prevent cyberbullying.

Activities

- Activity 1 - Introduction
- Activity 2 - Text and Graphics
- Activity 3 - Finishing Touches
- Activity 4 - Presentation Skills
- Activity 5 - Scientific Method
- Activity 6 - STEM Education
- Activity 7 - Social Networks
- Activity 8 - Technology Lab I
- Activity 9 - Technology Lab II
- Activity 10 - Post-Test and Wrap-Up
- Activity 11 - Bonus Activities
- Activity 12 - Challenge
- Activity 13 - Open-Ended Challenge
- Activity 14 - Careers
- Activity 15 - Internet

Standards

Reading

Module Includes:

Student Workbook, Instructor's Manual, Installation CD, Microsoft® Office Software, External CD Burner, Digital Camera, Hi-Speed Reader, SD Memory Card, CD Authoring Software, Headphones (2), Presentation Technology Supply Kit for 100 Students

Requirements
Module requires a computer workstation.

Curriculum Specifications

The student workbook contains concise hands-on procedures, illustrations, screen captures, and photographs which reinforce the multimedia content. Special attention is placed on interesting and relevant graphics to encourage visual learning. DEPCO Studio is an effective curriculum delivery system that uses the power of the computer to deliver educational content. By using interesting digital videos, full-color animations, professional quality narrations, challenging interactions, relevant photographs, and Computer Aided Instruction (CAI), DEPCO has modernized the way subject matter is taught. Modules are 15 units consisting of: - 10 basic activity days with Pre-Test, Post-Test, and Activity Review Questions - 5 enrichment activities include: vocabulary reinforcement, problem-solving, open-ended challenges, careers, and Internet activities An instructor's section includes: lesson plan outlines, installation instructions, and answer keys.

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