

# Technology Courses

We are pleased to offer computer technology courses through our partnership with Aventa Learning. The courses listed below provide a dynamic online experience along with excellent teacher support through email, live online sessions, and phone conversations. These courses all earn Oak Meadow credit.

For more information on high school enrollment, program options, or credit requirements, please see the High School Catalog, available for download on our website or by calling the Oak Meadow office.

## Course Descriptions

### Computer Fundamentals (MS Office)

In this introductory course, students learn how to use Microsoft Word, Excel, and PowerPoint 2000 to create, analyze, edit, share, and publish information for a variety of audiences and purposes. Through step-by-step tutorials and a project-based approach to learning, students become familiar with the key concepts and basic skills of today's information technology sector.

*COURSE LENGTH: Two semesters*  
*REQUIRED MATERIAL: MS Office*  
*2000, 2002, or 2003*

### Game Design

This course is for anyone who loves gaming and wants to design and build original games from scratch. Participants learn how to use popular game development software to create engaging, interactive games in a variety of styles. After learning about game genres and experiencing a variety of classic games first-hand, participants learn all aspects of the game design process. From there, it's on to a series of increasingly challenging hands-on projects that teach all the elements of successful game development. This course provides a solid foundation in the essentials of game design.

*COURSE LENGTH: Two semesters*  
*REQUIRED MATERIAL: Multimedia*  
*Fusion 2.0, Zelda Classic*

### Flash Animation

This course is for anyone who wants to create animations and interactive movies like the ones used on the coolest web sites. Participants learn how to use Flash 8 — the world's most popular animation software — to create engaging, interactive movies for the web. Beginning with classic animation techniques, participants learn how to move objects around the screen and change their appearance. From there, it's on to creating movies complete with original artwork. By the end of the course, participants have learned how to build interactivity into their movies and publish them to the web. This course is a great introduction to the world of web animation.

*COURSE LENGTH: One semester*  
*REQUIRED MATERIAL: Flash 8 Basic*

### Digital Photography

In the digital photography and graphic design lessons, students begin by learning general photographic concepts. Then composition skills are added to photographs and image-editing techniques are practiced. Students learn how to use layers, crop images, color and lighting concepts, hue and saturation, and exposures and special effects. Graphic design, artistic elements, and software skills are taught while producing graphic images. The concept of design as a manner of visual communication is carried throughout. Students build a portfolio of work and explore the fields of photography, graphic arts, advertising, and illustration.

*COURSE LENGTH: One semester*  
*REQUIRED MATERIALS:*  
*Digital Camera*  
*GIMP (Freeware)*

## **Java Scripting**

If you want to improve the functionality and power of your web sites, this is the course for you. You will learn how to use JavaScript, one of the most popular scripting languages, to streamline development of your web sites, get more control over the appearance and behavior of web pages, and add interactive elements that will captivate your visitors. This is an advanced web design course filled with hands-on projects. If you like to code, or want to take your web sites to the next level, we'll get you started with some sample code that you can easily modify and use on your own web sites.

*PREREQUISITES: Programming I (C++)*  
*or Programming II (VB.Net)*  
*COURSE LENGTH: One semester*  
*REQUIRED TEXT: None*

## **Web Design**

Essential web design skills are learned in this 90-hour course, giving students a voice on the Internet. Students complete several guided projects and then develop their own web sites. Web design essentials are covered throughout in examples and activities. Beginning with planning a website and moving on to storyboarding, page design, layout and template issues are also covered. From there, students learn to create backgrounds, headers, and buttons. Students learn to use templates, create rollovers and pop-ups, develop image maps, and add animations.

*COURSE LENGTH: One semester*  
*REQUIRED MATERIAL: Web Dwarf (Freeware)*

## **Programming I (C++)**

In the first part of this introductory-level course, participants learn the basics of C++ programming by completing a series of hands-on projects. Using Visual Studio.NET 2003, participants learn how to write code using variables, functions, expressions, flow control statements, loops, and more. In the second part of this course, students build on the skills they learned in the first part. This part of the course introduces arrays, structs, classes, and other basic concepts of programming.

*COURSE LENGTH: One semester*  
*REQUIRED MATERIAL: Visual*

*Studio 6.0 or 2005 Express*

**Note:** *Students will be creating .exe files; if they are using library or school computers, they must have the rights to do this under the school's security policies.*

## **Programming II (VB.Net)**

This course teaches basic programming concepts and skills while introducing students to the Visual Basic.NET programming language. Participants complete a series of hands-on projects as they learn the essentials of VB.NET.

*PREREQUISITES: Programming*  
*I (or another C++ course)*  
*COURSE LENGTH: One semester*  
*REQUIRED MATERIAL: Visual*  
*Studio 6.0 or 2005 Express*

## **Digital Video Production**

This course introduces students to all aspects of digital video, from story-boarding scenes and creating shot lists to editing a finished, professional-quality product. Throughout this project-based course, students will demonstrate mastery of the key learning objectives by recording, capturing and editing their own videos. This is a hands-on course that provides a solid foundation for further study in this exciting field.

*COURSE LENGTH: One semester*  
*REQUIRED MATERIALS: Microsoft*  
*Windows Movie Maker (pre-installed*  
*on all Windows-based computers)*  
*Any video camcorder capable of connecting to a*  
*computer (either through USB or Firewire)*

Oak Meadow High School is fully accredited by major regional and international associations, and the credit earned in our program can be applied toward an Oak Meadow High School diploma or transferred to other schools. All teacher evaluations and transcripts are maintained in cumulative files at the Oak Meadow School office. When you enroll your child in Oak Meadow, you have the confidence of knowing that your child is supported by a recognized leader in distance learning with over thirty years of educational integrity and expertise.

## How to Enroll

*If you are a new to Oak Meadow, please call our offices to begin the enrollment process.* Previous records may need to be assessed, which can include homeschooling portfolios, to determine the best course placement for your student. We offer rolling enrollment, so you may choose the start date that works best for your family. Above all, a conversation with an Enrollment Counselor will ensure that you and your child will be off to the best start to your new school year.

*If you are a returning family and wish to re-enroll, you may log into your account at [www.oakmeadow.com](http://www.oakmeadow.com) and complete the process online.* If we have any questions, an Enrollment Counselor will call you to clarify. Otherwise, you can expect the welcome packet and a communication from your teacher to arrive a few weeks before your start date.