Sutherland Secondary SY2026/27
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ICT Digital Literacy 8

Digital Literacy 8 is an Applied Skills course offered in the Grade 8 elective rotation. This course is aimed at providing students the essential technological tools that will enable them to be successful in school and beyond. Students will work on their typing and enhancing their Microsoft Office Skills as well as explore coding and web design to expand their creative and critical thinking skills. The course is project based and follows the design cycle to produce the best possible product and allow for personalized creative input. Students will also engage in discussions about online privacy and the effects of social media on their social, emotional, and mental well being as well as the impacts it has on their learning. This course is a great introduction to Information & Communications Technology, Business Education, and Media Design courses.

Assessment

This course is project –based to allow students to explore their skill set and apply their understanding of the technology tools and core concepts using design thinking skills; advanced projects will be supported.

Design Thinking Skills

Understanding context	Defining	Ideating	Prototyping
	Testing	Making	Sharing

Students will be assessed according to the following **PROFICIENCY SCALE**

INSUFICIENT EVIDENCE	**EMERGING**	**DEVELOPING**	**PROFICIENT**	**EXTENDING**
The student **has not provided sufficient evidence of understanding** of the concept and skill.	The student demonstrates **an initial understanding** of the concepts and skill, but is **not yet doing so consistently.** **Emerging is not failing.*	The student demonstrates a **partial understanding** of the concepts and skills **with growing consistency.**	The student demonstrates a **complete understanding** of the concepts and skills **consistently most of the time.** **Proficient does not mean perfect.* **If a student turns in all their work and demonstrates learning in a given area they are not automatically assigned Extending*	The student demonstrates **sophisticated understanding** of the concepts and skills **consistently** and **with increasing depth and complexity.** **Extending does not require greater volume of work or work at a higher grade level.*

Course and Classroom Expectations

General Classroom Behaviour

1. **Respect everyone** in the room at all times by being an active participant and an attentive listener (*by not talking while others are talking*). Respect others ideas by keeping an open mind.
2. **Respect the learning space** – all the furniture and the desktop computers are there for everyone to use. If something is broken let me know. We share this room with other classes.
3. Take **responsibility** for your actions and **ownership** of your learning by arriving promptly to class, ready to learn with necessary materials.
4. Ensure your own and other's **safety** at all times by keeping walkways clear of tripping hazards and the classroom free of any other harmful materials and behaviours. (*place backpacks at the front of the room*)

**Computer Lab Etiquette:

1. Finish all food and drink **BEFORE** entering the lab.
2. At the start of class, please **TURN OFF your monitor** and await instructions.
3. **Do NOT TOUCH** your classmates' computers without permission
4. Make sure to **LOG OFF** your computer at the end of the period.

Use of Electronic Devices

1. **Cell phones** are to be placed in your assigned cell phone pocket **at the beginning of class**. Cell phones my only be used with permission. If you use your phone in class without permission, the phone will be taken and turned into the office to be collected at the end of the day.
2. **Headphones/Ear Buds** are to be **removed at the beginning** of class and may only be used with permission.
3. All other devices (smart watches, tablets, laptops) should be stored in your bag and not taken out without permission.

Attendance

1. Attendance matters. If you are absent, please inform the school. You are **responsible** for missed work. The Plan of the Day will be posted in Teams, so you will know what we did in class.
2. Late – If class has started (that is I am speaking to the class about the plan of the day) **wait at the door** until you are invited in.
3. Leaving Class: Ask permission **before** leaving the class and at an appropriate time.

Assignment Submissions

1. **LATE ASSIGNMENTS**: All assignments will be turned in on MS Teams and turn them in before the requested due date.
2. **DO YOUR OWN WORK!** If you take work that was created by someone else without their permission is PLAGARISM and is a serious offence. Don't do it.

*Please refer to the **STUDENT ACCEPTABLE USE OF TECHNOLOGY AGREEMENT** about your responsibilities regarding the use of technology in school and during class*

See Building Student Success - B.C. Curriculum (gov.bc.ca) for further details about learning standards and curricular content.