

Giant Campus

# VIRTUAL SCHOOLS

2008-2009 Catalog



**EMPOWERED**  
For the 21st Century.



giantcampus®



## Welcome

Giant Campus is the nation's leading provider of technology courses for virtual school students. Since our start in 1997 as a summer technology camp, our instructional methodology has been informed by the hundreds of thousands of hours we've spent teaching technology skills to middle and high school students. Today, our latest generation of online courses combines the best aspects of live instruction with the interactivity and immediacy of the Web. Based on the simple belief that human brains learn more when they're having fun, our project-based curriculum aspires to be both engaging and academically rigorous.

Guided by our robust curriculum development model, each course features a series of increasingly complex hands-on projects. In each project, fundamental concepts are woven into labs and assignments so that students make key connections as they progress through the course. Frequent practice exercises and quizzes help reinforce newly established skills, while end-of-project assignments provide powerful opportunities for students to apply what they have learned in new contexts. Each course is supported by a comprehensive set of instructor materials, including project grading rubrics, answer keys, and course guides.

This fall, we are pleased to offer grade 6-8 versions of our latest courses. Based on the same engaging projects and assignments as the grade 9-12 versions, these courses have been adapted to meet the specific learning needs of middle school students. Look for more grade 6-8 courses in the future!

We are devoted to offering the most up-to-date content on a wide range of technology-related topics. We hope that you find something here to meet the needs of your students. For information on pricing and availability, please contact:

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Or visit us online at [www.giantcampus.com](http://www.giantcampus.com).

## Semester Courses, Grades 9-12

### Computer Literacy I

Today's students must be able to effectively use technology to research, organize, create, and evaluate information. This course provides a foundation in the skills and concepts that define computer literacy in the 21st century. From the basics of keyboarding to Internet research techniques, document creation, and digital citizenship, you'll practice essential skills through individual and team projects. When taken with Computer Literacy II, this course maps to the National Educational Technology Standards (NETS).

Software: Office 2003, GIMP

### Computer Literacy II

This course builds on level 1 to develop the skills and concepts essential for computer literacy in the 21st century. From the basics of keyboarding to Internet research techniques, document creation, and digital citizenship, you'll practice essential skills through individual and team projects. When taken with Computer Literacy I, this course maps to the National Educational Technology Standards (NETS).

Prerequisite: Computer Literacy I

Software: Office 2003, GIMP

### Introduction to C++ Programming

In this introductory course, you'll learn basic programming concepts through a series of hands-on projects. You'll also learn about software development careers, the software development process, and industry best practices. Using Microsoft Visual C++ 2005, you'll master the building blocks of programming: functions, variables, loops, arrays, and classes. This course is an excellent introduction to the C++ programming language and the field of software development.

Software: Microsoft Visual C++ 2005 Express

### Web Design

This course provides a comprehensive introduction to the essentials of Web design, from creating page layouts to coding with CSS and JavaScript to create a complete Web site. Through real-world design scenarios and hands-on projects, you'll create compelling, usable Web sites using KompoZer, one of the Web's easiest to use open source editing tools.

Software: KompoZer, GIMP

### Game Design I

This course is for anyone who loves gaming and wants to design and build original games from scratch. You'll learn how to use popular game design software to create engaging, interactive games in a variety of genres. In addition, you'll get a solid foundation in the basic concepts of game development. By the end of this course, you will have a variety of polished games for your game development portfolio.

Software: Multimedia Fusion 2

### Game Design II

In the continuation of this two-semester series, you'll expand your knowledge of the game design industry while you master event-driven game development through a series of interactive projects. By the end of this course, you will have a variety of polished games for your game development portfolio.

Prerequisite: Game Design I  
Software: Multimedia Fusion 2

### 3D Game Creation

Want to create a 3D game but don't know how? This course will introduce you to the world of script-based game development. Learn the fundamentals of level design, importing 3D models, editing object properties, and script-driven gameplay. By the end of this course, you will have designed and created a variety of games from scratch.

Software: GameCore and GC Asset DVD

Note: The software used in this course has higher system requirements. Contact us for the latest information.



## Digital Video Production

In this course, you'll be introduced to all aspects of digital video production, from storyboarding scenes to creating shot lists to editing a finished, professional product. Throughout this course, you'll complete hands-on projects to master the essentials of recording, capturing, and editing video. This course is an excellent introduction to the exciting field of digital video production.

Software: Windows Movie Maker  
Materials: Any video camera capable of connecting to a PC.

## Digital Photography and Graphics

This is the perfect course for anyone who wants to create compelling, professional looking graphic designs and photos. You'll learn the basics of composition, color, and layout before moving on to technical topics like working with layers and masks, adding special effects, and effectively using typefaces to create visual impact. At the end of this course, you'll have created a variety of original projects for your graphic design portfolio.

Software: GIMP

## Flash Animation

Create interactive movies and fun games with the coolest animation software around - Flash CS3. You'll master the basics of drawing and animating short movies before moving on to more complex challenges like adding interactivity and script-driven events. By the end of the course, you'll have an interactive portfolio to showcase your finished projects.

Software: Adobe Flash CS3

Note: The software used in this course has higher system requirements. Contact us for the latest information.

## 3D Modeling

This course will introduce you to 3D modeling tools and concepts. Using Blender, the popular open-source 3D modeling package, students will learn the basics of creating shapes, adding textures and lighting, and rendering. By the end of the course, students will have produced a series of increasingly sophisticated projects for their 3D portfolio. This course is suitable for students with no prior experience with 3D game design or digital media authoring tools.

Software: Blender  
*Available for spring semester, 2009*

# Semester Courses, Grades 6-8

## Computer Literacy I

Today's students must be able to effectively use technology to research, organize, create, and evaluate information. This course provides a foundation in the skills and concepts that define computer literacy in the 21st century. From the basics of keyboarding to Internet research techniques, document creation, and digital citizenship, you'll practice essential skills through individual and team projects. When taken with Computer Literacy II, this course maps to the National Educational Technology Standards (NETS).

Software: Office 2003, GIMP

## Computer Literacy II

This course builds on level 1 to develop the skills and concepts essential for computer literacy in the 21st century. From the basics of keyboarding to Internet research techniques, document creation, and digital citizenship, you'll practice essential skills through individual and team projects. When taken with Computer Literacy I, this course maps to the National Educational Technology Standards (NETS).

Prerequisite: Computer Literacy I

Software: Office 2003, GIMP

## Web Design

This course provides a comprehensive introduction to the essentials of Web design, from creating page layouts to coding with CSS and JavaScript to create a complete Web site. Through real-world design scenarios and hands-on projects, you'll create compelling, usable Web sites using KompoZer, one of the Web's easiest to use open source editing tools.

Software: KompoZer, GIMP

## Game Design I

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Software: Multimedia Fusion 2

## Game Design II

In the continuation of this two-semester series, you'll expand your knowledge of the game design industry while you master event-driven game development through a series of interactive projects. By the end of this course, you will have a variety of polished games for your game development portfolio.

Prerequisite: Game Design I

Software: Multimedia Fusion 2

## 3D Modeling

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