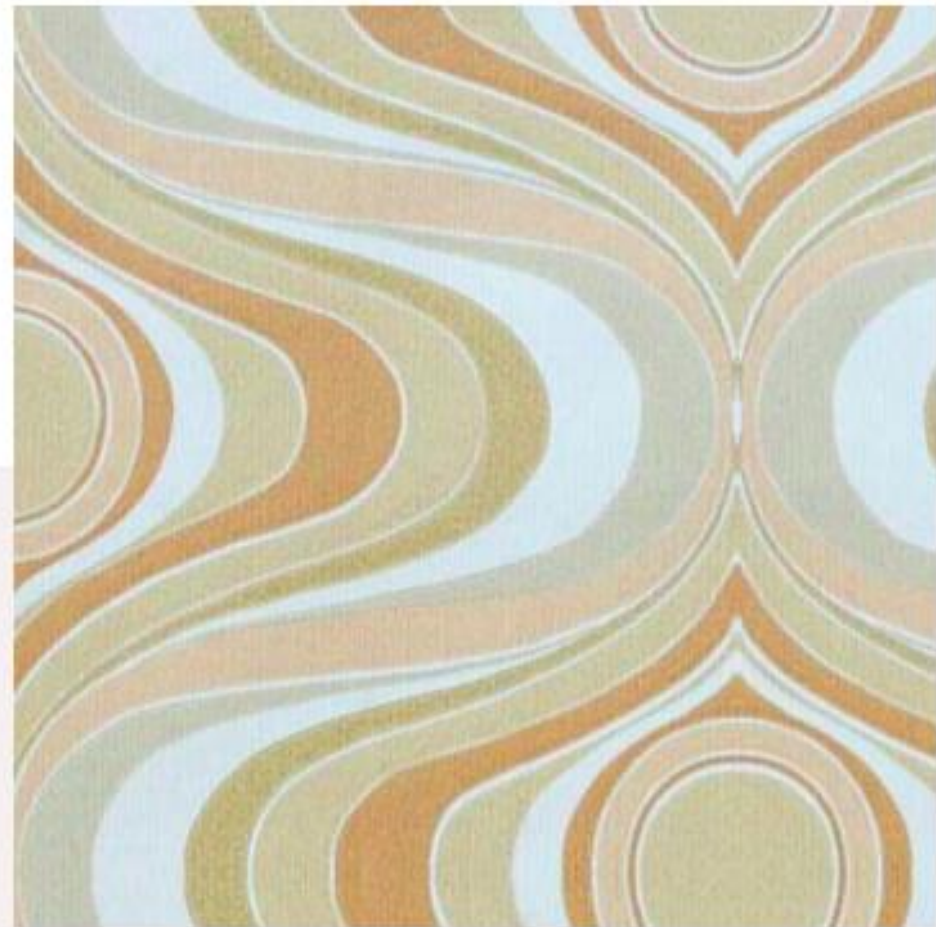


Digital Literacy Scrapbook

By Samantha



Artifact One



Be Kind Online poster

Digital Competency: Prototyping



Reflection Paragraph

The digital competency Prototyping is the ability to understand the process of creation with respect to digital media, identify and use a variety of sources for inspiration and information, and choosing an appropriate form, scale and procedure for prototyping multiple ideas. For this competency, I used the poster I made for a previous project in this class, the poster is about treating people with kindness online and online safety. I showed my understanding of the process of creation by using Procreate, an online drawing app, to make the poster, I fully understand how to work the app and I understand how use it to create things. I was also able to identify and use a variety of sources for inspiration and information, I used photo references for the computers I drew, and I used Pinterest to find inspiration for the theme, and used other websites to find information on online etiquette. Lastly, I had a theme for this poster, and prototyped multiple ideas before finding the right one, which shows I am able to choose an appropriate form, scale etc. and prototype multiple ideas while making media. Overall, I showed in this project that I can use procreate for various projects, use Pinterest and different websites for inspiration and information, choose the right form, scale, and detail to use by picking good themes and icons, and prototype many ideas before coming to a finished draft.

Artifact Two



2

Why You Should Move To Ottawa Video

Digital Competency: Making



Reflection Paragraph



Digital Competency: Making

This project is a video my group and I made for social studies class. The video is about Canada's capital, Ottawa, and why people should move there. The video includes statistics on housing costs, crime rate, population and more useful information. The digital competency this connects to is Making, the ability to identify and use appropriate tools, technologies, materials and processes for production, and make a step-by-step plan for production and carry it out, making changes as needed. In this project, I showed my ability to identify and use tools, technologies, materials and processes by using different tools to research information about Ottawa, and fact checking all my work to make sure it's accurate. I also used iMovie as an editing tool to edit the video. I followed the given instructions for the video, and divided the process of group work up between my partners, which gave us a step-by-step plan to follow and carry out. In review, I showed the digital competency making, by using appropriate tools and technologies to research, and made a step-by-step process for me and my group mates to follow.

Artifact Three



Minecraft Colony Project

Core Competency: Creative Thinking



Reflection Paragraph



Core Competency: Creative Thinking

The last project is also from social studies and it is my socials Minecraft project. This project was to make a colony representative of colonies in the 1600s, it includes trading posts, farms, fishing posts, housing, and more. The core competency this represents is Creative Thinking. Creative Thinking means being able to generate new ideas, build upon others ideas, combine ideas, develop ideas through experimentation, etc. In my colony, I researched different 1600s buildings and village, and built off of that inspiration. I also experimented with making different versions of buildings, and kept trying styles until I found one that fit the best. Overall, in this project I was able to use inspiration from others ideas and created my own ideas to make a Minecraft colony representative of the 1600s.



Thanks For Watching!