

Name: _____ Period: _____

Rich Media Project Checklist

Overview: We are wrapping up our Information Technology pathway by creating a Rich Media Project on a topic of your choice. Your project may be an interactive PowerPoint, a Scratch project, an animation project from PowTown, a Google Site, an app or story you create with Code.org. It must meet the following minimum requirements. If they don't apply to your specific project, check with your teacher for further directions.

Essential question: How can you knowledge of information technology enrich your class project submissions in other subjects?

Complete all Required Elements

- ☐ Choose a themed topic that is school appropriate.
- ☐ You must create a storyboard or script for your project that shows a well-defined and structured plan and then follow that plan.
- ☐ Include instructions in your project
- ☐ Effectively use themed backgrounds.
- ☐ Use different scenes in your project.
 - If using PowerPoint, use at least nine slides.
 - If using Scratch, use at least three backdrops.
 - If creating a website, you should have at least three pages.
- ☐ Use at least five pictures, pieces of clipart.
- ☐ Use animation or motion in your project
 - Use animations in PowerPoint
 - Use costume changes in Scratch to mimic animation
 - On a website, have two or more pictures rotate or create animated .gif's
- ☐ Color – Use matching color schemes
- ☐ Include at least two sound effects.
- ☐ Sound is clear and loud enough to be heard.
- ☐ Any text is easy to read with no weird fonts or designs.
- ☐ Images/scenes flow smoothly and convey the theme of the presentation.
- ☐ Run the spell check tool to check any text for accuracy. Use complete sentences with correct punctuation and grammar when appropriate.

OPTIONAL

Feel free to strut your stuff. Add these EXTRAS to show your skills.

- ☐ Use hyperlinks if they can be used in your project.
- ☐ Record yourself and use your own narration as part of your project.
- ☐ Use triggers in PowerPoint or broadcasts in Scratch (or other appropriate way for your interactions with one element to trigger an event).
- ☐ Animations repeat until end of scene
(or use forever block with motion and costume changing in Scratch)
- ☐ Use at least five sound effects
- ☐ Embed video in your project (unless your main project is video)
- ☐ If doing a game, add a scoring mechanism
- ☐ Other – approved by instructor _____
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