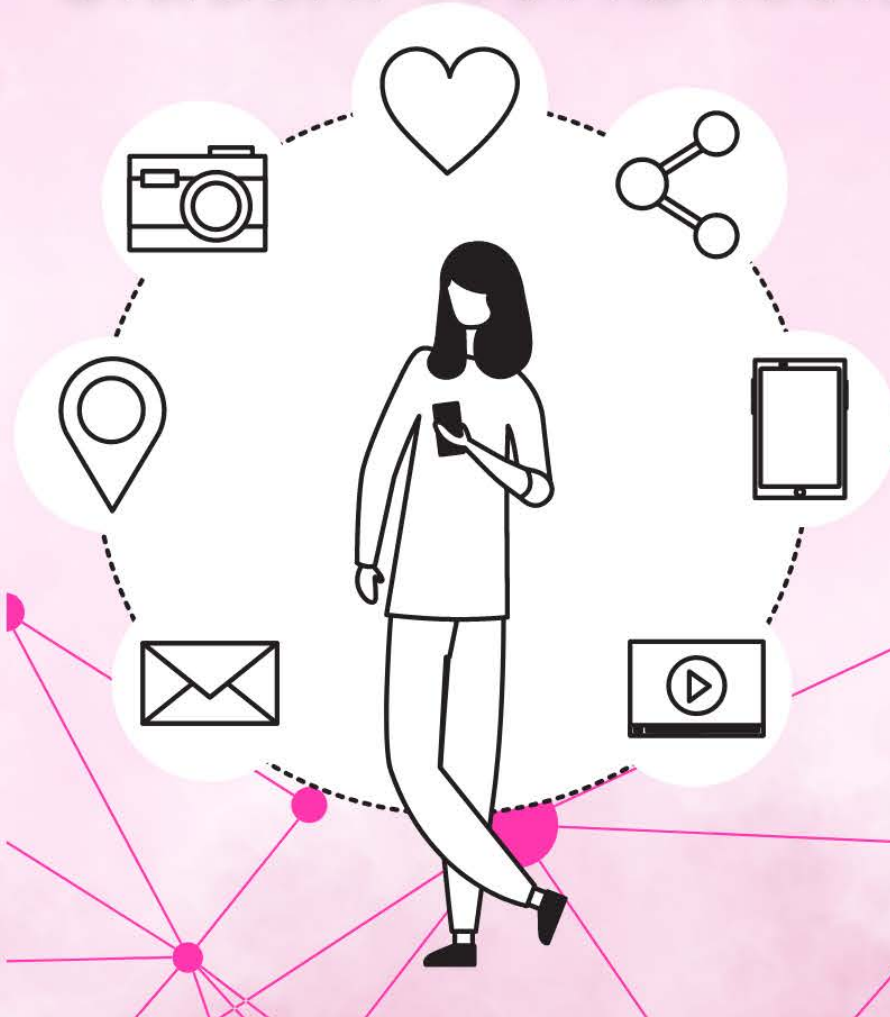




Level
3

Digital Media

Student Worksheets



CONTENTS

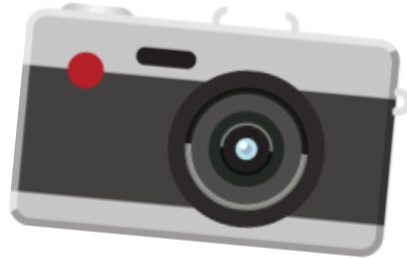
Note to Teachers

Programme Overview

APPLICATION OF DIGITAL MEDIA

Assessment Brief 1

- A. What is Digital Media?
- B. Mobile Phones
- C. Digital Music Devices
- D. Digital Cameras
- E. Digital Camcorders
- F. Electronic Readers



SECURITY ISSUES

Assessment Brief 2

- A. Free Downloads
- B. Adware
- C. Other Viruses
- D. Cookies
- E. Keeping your Devices Safe
- F. Digital Rights Management
- G. Copyright
- H. Intellectual Property Rights
- I. Workplace Policies



ONLINE SOCIAL NETWORKING

Assessment Brief 3

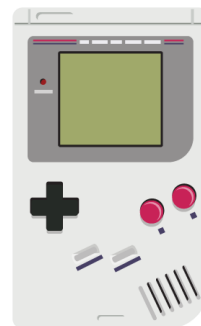
- A. Facebook
- B. LinkedIn
- C. Twitter
- D. Instagram
- E. Other Social Media Networking Sites
- F. Advantages & Disadvantages of Social Media

USING DIGITAL MEDIA DEVICES

Assessment Brief 4

- A. Mobile Phones
- B. Digital Music Devices
- C. Digital Cameras
- D. Digital Camcorder
- E. Social Networking

Mapping of Learning Outcomes



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2. Complete the sentences.

games, smartwatch, seven, screen, senses, digital

a) In a world where nearly everything is becoming digitised and people spend an average of hours each day using the Internet, digital media is more important than ever.

b) It's likely that you spend quite a bit of time each day interacting with media. (In fact, you may be using it now!)

c) Digital media refers to any kind of information broadcast to you through a .

d) This information might be found on websites or in applications, software packages, video , and more.

e) You can think of digital media in terms of its purpose, the device you access it on, or which of your you use to perceive it, e.g., by looking, listening, etc.

f) Examples of digital media devices include your mobile phone, digital camera, and eReader.



6. Which of these apps do you have on your phone? Tick them.

	e Mail	<input type="checkbox"/>
	Games	<input type="checkbox"/>
	Shopping	<input type="checkbox"/>
	Photo	<input type="checkbox"/>
	Music	<input type="checkbox"/>

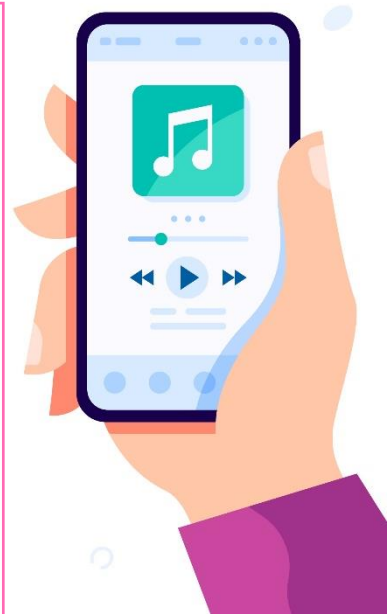
7. Label the application icons:

Email, Map, Notes, Weather, Microphone, Phone, Calendar, Camera

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

C. DIGITAL MUSIC DEVICES

1. Name some devices that can store and play music.



2. What do you use to listen to music?

3. What is 'Spotify'? Do some research online and write a brief description below:



★ Demonstration

8. Give scores for these categories. **review**

DIGITAL MUSIC DEVICE	
Category	Score out of 10
How does it help you in everyday life?	
How does it help you with work / school / college?	
How easy is it to use?	
Is it cheap enough to use it for all your tasks?	
How helpful is it for communication?	
How helpful is it for entertainment?	
How much do you like (or love!) this device?	



Research: Play your favourite song on YouTube.



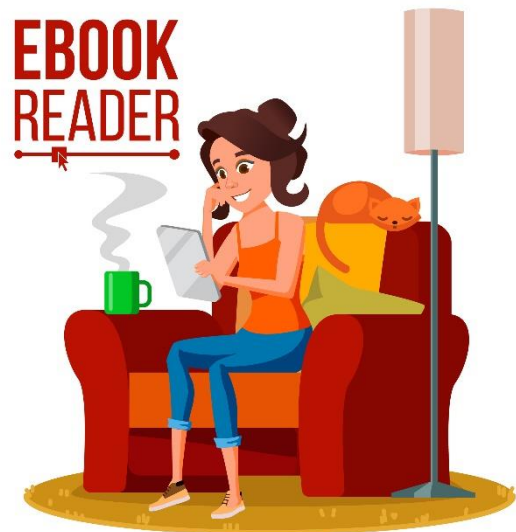
★ **Demonstration**

3. Write the advantages and disadvantages of e-readers.

Advantages

Disadvantages

4. When you are reading, do you prefer to read an ebook or a physical book?



ASSESSMENT BRIEF 2

Course:	Level 3 Digital Media
Course Code:	3N0552
Assessment:	2
Title:	<u>Security Issues</u>
Weighting:	Collection of Work 60%, Skills Demonstration 40%

Guidelines

You will be expected to:

- Describe the key security considerations for digital communication.

Assessment criteria

- Exercises and tasks must be complete and correct.
- Answers must be set out in a clear way.
- Security considerations can include copyright law, workplace policies, and other applicable regulations.
- Workplace policies can include Cyberbullying, Netiquette, etc.
- Show awareness of security risks when using the Internet, e.g., free downloads, adware, viruses, cookies.
- Be familiar with Digital Rights Management (DRM) and Intellectual Property Rights.
- Discussions may be recorded.
- Photographic and/or video evidence may be required.



Submission date:

I confirm that this is my own work.

Signed:

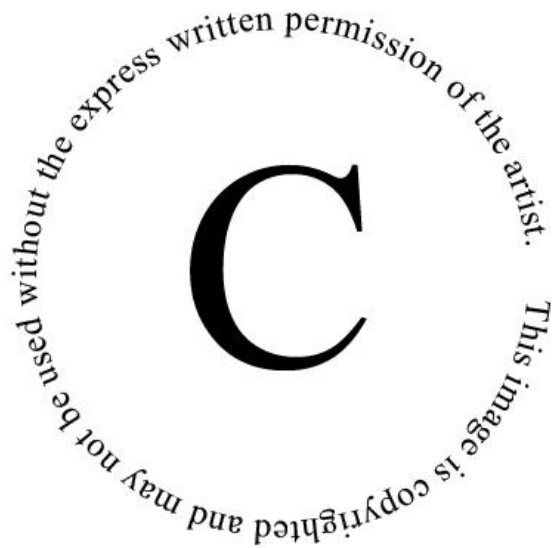
Date:



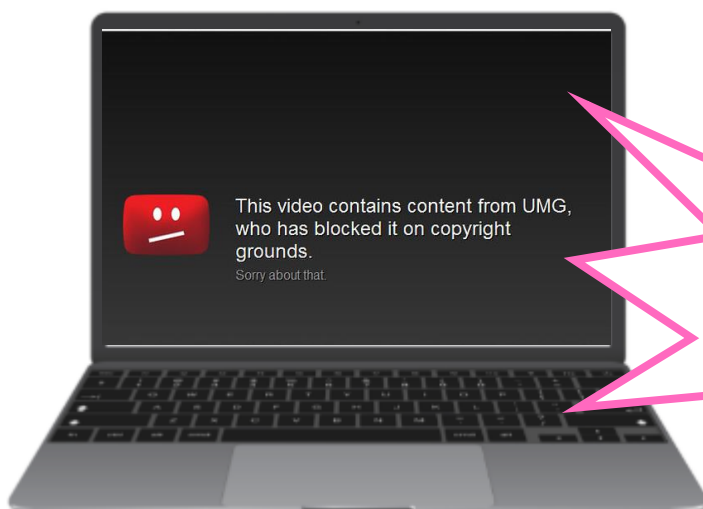
G. COPYRIGHT

1. Read:

Copyright is the legal term which describes the rights given to authors/creators of certain categories of work. The owner of copyright is the 'creator'. For example, a photographer is the owner in the case of a photograph.



2. Can you watch the video below? Give reasons for your answer.



In Ireland, there is no registration procedure for owners of a copyright work.

I. WORKPLACE POLICIES

Most workplaces, schools and centres have policies relating to using electronic means such as email, text messages, social networking websites and the downloading of material from websites.

I. Listen to the recording 'Cyberbullying'.

Unscramble these words which you heard in the recording.

UBECRLBGIYYLN

EULSNXOIC

TSULSIN

SPSGOI

TISURNION

MTIDAIINONTI

ANULPIMNIOAT

AHTSRET

LNSOATII

SIGRESONAG

TARSAENHMS



Internet trolling



Internet shaming



Cyberstalking

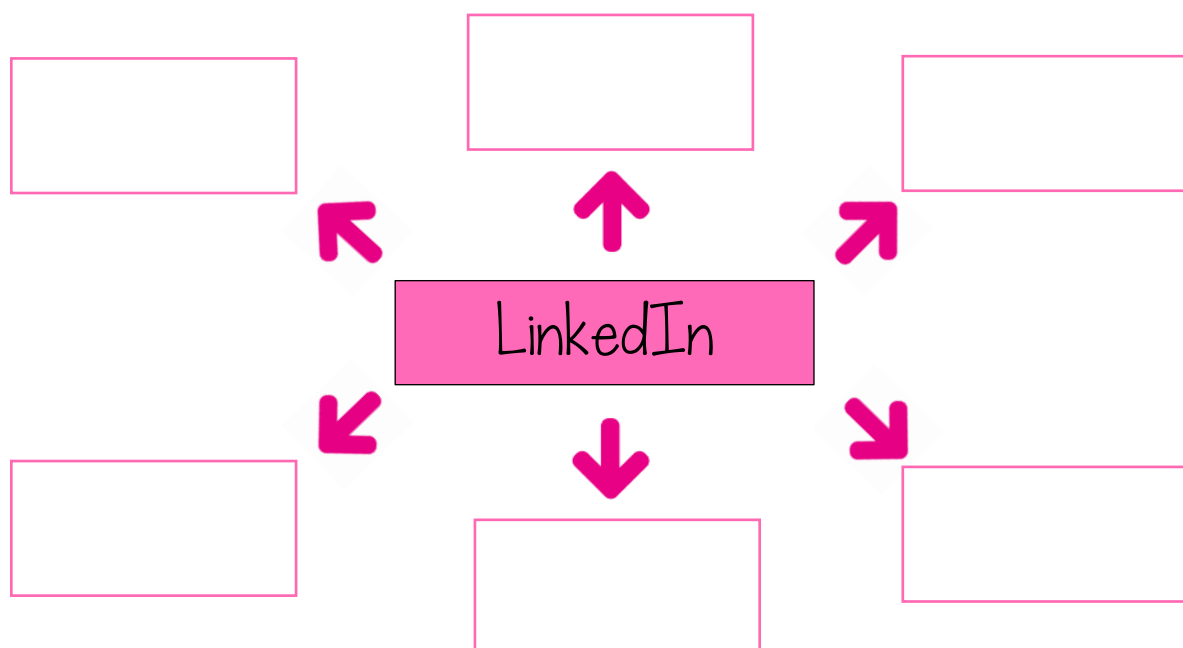
B. LINKEDIN



1. Read:

- LinkedIn is a social network that focuses on professional networking and career development.
- You can use LinkedIn to display your CV, search for jobs, and draw attention to your skills by posting updates and interacting with other people.
- LinkedIn is free, but a subscription version called LinkedIn Premium offers extra features like online classes and seminars.
- LinkedIn is like Facebook, Instagram, Twitter, and other social media sites.
- But unlike most social networks, LinkedIn is a professional networking site, designed to help people make business connections, share their experiences and CVs, and find jobs.

2. Show the above information in the diagram below. Write key phrases.



C. DIGITAL CAMERAS

I. Label the camera.

viewfinder, lens, menu, shutter release, mode dial, LCD view screen



MAPPING OF LEARNING OUTCOMES

The learner will be able to:

1. outline the application of digital media devices in daily life including the digital communication of text, sound, and images Pages 8 to 11 (what is digital media), Pages 12 to 19 (mobile phones), Pages 20 to 25 (digital music devices), Pages 26 to 31 (digital cameras), Pages 32 to 33 (digital camcorders), Pages 34 to 37 (electronic readers)
2. describe the key security considerations for digital communication including copyright law, workplace policies, and other applicable regulations Pages 41 to 42 (free downloads), Page 43 (adware), Page 44 (other viruses), Page 45 (cookies), Pages 46 to 47 (keeping your devices safe), Page 48 (DRM), Pages 49 to 51 (copyright), Page 52 (intellectual property rights), Pages 53 to 56 (workplace policies)
3. explain the concept of online social networking and its benefits Pages 60 to 62 (Facebook), Pages 63 to 64 (LinkedIn), Pages 65 to 66 (Twitter), Page 67 (Instagram), Page 68 (other social media), Pages 69 to 71 (advantages and disadvantages of social media), Page 52 (researching IP Rights online)
4. demonstrate the use of digital media devices to access and manipulate digital media and information from the Internet Page 11 (using phone to research online), Page 19 (researching online, downloading an app), Page 20 (researching the music app 'Spotify'), Page 23 (playing song on YouTube), Page 36 (accessing free ebooks online, researching ebook app), Page 45 (researching cookies), Page 53 (listening to a recording), Page 54 (researching online - 9 grounds of discrimination), Page 67 (researching Instagram - watching a video), Pages 75 to 86 (using digital media devices to access, communicate digital media)

5. operate a mobile phone using functions and settings to access, and exchange voice, text, video and photographic data **Pages 75 to 78 (operating a mobile phone)**
6. create music play lists on a digital music device **Pages 79 to 81 (using a digital music device or an app on the phone)**
7. record photographic images using a digital camera to capture, review, and transfer images to a computer **Pages 82 to 84 (using a digital camera or the camera on the phone)**
8. use software tools to copy, synchronize and play music on a digital media device **Page 81 (using a digital music device)**
9. record video images using a digital video camera to shoot simple clips, and import clips to a computer for subsequent retrieval or processing **Page 85 (using a camcorder or video feature on the phone)**
10. use an online social network to create and share digital media content and information **Page 86 to (social networking)**