# Publisher Checklist [Publisher Icon](http://www.softicons.com/system-icons/omnom-icons-by-ampeross/publisher-icon)

Student name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The following activities will be based on an *imaginary business*. So the first step will be to create a business name, logo, color theme and slogan (ensure you have an address, a website, and an email address to include in all your business documents). We suggest the business be of something that interests you, relates to your hobbies and talents and can easily be researched on the web.

**YOU MUST COMPLETE AT LEAST 8 OF THE FOLLOWING ACTIVITIES** (4 pts ea)

(Save all work to your BBT 10 folder DO NOT PRINT ANY MATERIAL)

* Business Card \_\_\_\_\_\_\_\_
* Banner \_\_\_\_\_\_\_\_
* Flyer \_\_\_\_\_\_\_\_
* Newsletter \_\_\_\_\_\_\_\_
* Award certificate \_\_\_\_\_\_\_\_
* Brochure \_\_\_\_\_\_\_\_
* Advertisement \_\_\_\_\_\_\_\_
* Letterhead \_\_\_\_\_\_\_\_
* Greeting Card \_\_\_\_\_\_\_\_
* Gift Certificate \_\_\_\_\_\_\_\_
* Resume \_\_\_\_\_\_\_\_
* Order Form \_\_\_\_\_\_\_\_
* Menu \_\_\_\_\_\_\_\_
* Special Paper \_\_\_\_\_\_\_\_
* Sign \_\_\_\_\_\_\_\_
* Program \_\_\_\_\_\_\_\_

8 activities (X 4 ea) . . . \_\_\_\_\_ /32

Points for:

1. Originality, 2. Business logo,

3. Name,.4. Slogan, 5. Colour choices,

6. Layout,.7. Symmetry,

8. Use of the Rule of Thirds. . .\_\_\_\_\_\_ / 8

Activities Total . . . . \_\_\_\_\_\_/40

Journals (X2) . . . . .\_\_\_\_\_\_/10

**Module Total \_\_\_\_\_\_/50**

Journal Entries:

* Journals are typed on the second page of this document and saved in your BBT 10, Publisher Folder as PubActivity.
* 2-4 thorough reflections about the learning outcomes you have mastered in this module

**Teacher Comments:**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Journals:** The text boxes will expand to hold your text. Please choose at least 2 course outcomes and reflect on how your activities in this module has helped you meet the outcomes.

|  |  |  |
| --- | --- | --- |
| **Publisher Unit Learning Outcomes & Reflections** | | |
| Activities | Outcomes | **Reflect** on how you understand and met the outcomes  (I know I can…) |
| Use and modify Publisher Templates to support and promote a business interest | GCO 1 Technological Operations and Concepts  1-1. Understand and use technological systems  1.4. Transfer current knowledge to learning of new applications  1.5. Apply existing knowledge to generate new ideas, products, or processes and to identify trends and forecast possibilities |  |
|  | GCO 2. Critical Thinking and Problem Solving  2-1. Identify and define authentic problems and significant questions for investigation |  |
|  | GCO 3. Citizenship  3-5. Interact, collaborate, and publish with peers, experts, and others employing a variety of digital environments and media |  |

**Additional Reflections:**