

GRADE 11 OPEN COMMUNICATIONS TECHNOLOGY COURSE OUTLINE

COURSE RATIONALE

This course introduces students to the concepts and methods of Communications Technology. Students develop communication ideas in a number of areas outlined below. A number of different tools are used to acquire and demonstrate the knowledge and skills to create, capture, manipulate, edit, arrange, display, and present communication projects. Working through pre production, production, and post production processes, students create devices for effective communication with an intended audience. As they explore the diverse technologies within communications, students learn about career opportunities and the impact communications technology has on society.

GOALS OF THE COURSE

By the end of this course, students will:

1. Develop a basic knowledge of communication technology and technological principles as they relate to graphics, video, animation, desktop publishing, audio, web media and digital imaging.
2. Understand the importance of safe working practices, co-operation, responsibility, honesty and appreciation for good workmanship.
3. Be able to assess his/her interests and aptitudes regarding a career in a related technology.
4. Learn marketable technological skills and knowledge that will assist with future employment and/or post-secondary education, including personal and group time management habits.
5. Develop very valuable comm-tech related skills and knowledge through a variety of student and group-centred practical projects.
6. Demonstrate understanding of electronic communication equipment, including digital cameras, video cameras, audio production tools and computer hardware/software.
7. Be able to explain the benefits, risks, and ethics associated with communications technology.

MAJOR UNITS OF STUDY

During this course, we will cover a number of important areas of communications technology through theory lessons, WIKI online assignments/responses, tutorials and practical hands-on projects. Activities in each of these units are designed to equip students with the knowledge and skills required to meet the expectations of employers, apprenticeship, or other training programs. The major areas we cover in grade 10 are as follows:

1. **COMMUNICATIONS & COMPUTER FUNDAMENTALS**
2. **COMPUTER GRAPHICS & WEB DESIGN**
3. **DESKTOP PUBLISHING**
4. **DIGITAL IMAGING & PHOTOGRAPHY**
5. **COMPUTER ANIMATION**
6. **VIDEO & AUDIO PRODUCTION**

Students will complete training/tutorial activities AND original, creative projects in each area that demonstrate learned skills. Projects will be individual or group based, requiring effective time management and organizational skills.

COURSE EVALUATION

TERM WORK - 70%	FINAL COURSE SUMMATIVE - 30%
Design Process & Web Design Intro - 20%	Culminating Practical Class Activity Web Page Portfolio
Practical Units/Projects - 50%	
	TOTAL - 100%



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COURSE DESCRIPTION

This course examines communications systems and design production processes in the areas of electronic, live, recorded, and graphic communications. Students will develop the knowledge and skills necessary to design, use and manage a broad range of communications systems. This includes the following five areas: Print Media (Graphics and Desktop Publishing), Interactive & Web Technology, Audio and Video Production, 3D Computer Animation, and Digital Photography. Students will also explore the impact of communications technologies on today's society, workplace and the environment.

Student work is expected to contain positive images of people regardless of age, physical appearance, socio-economic status, disability, race or gender. Any stereotypes, acts of violence, sexually oriented or drug related themes or use of profanity is unacceptable. All student work must also adhere to copyright laws and school policies regarding plagiarism.

Since the main goal of the course is student development of advanced technical skills and knowledge, the majority of the course will focus on a variety of practical, hands on projects that will be completed independently and in groups. Each project will focus on specific communications technology applications and will require students to demonstrate skills development in key areas. Each project will be broken into a few major components such as: rough work and planning, production, final project and post production.

PRACTICAL PROJECT OVERVIEW

Unit	Description
1. Design Process & Web Intro	You will use Adobe Photoshop, CorelDRAW to: <ul style="list-style-type: none">- design a "personal" logo- produce graphics for web pages You will use Dreamweaver/Fireworks to: <ul style="list-style-type: none">- create a personal/resume web site- produce your final Summative Portfolio.
2. Photoshop & Web Page Design	You will use Adobe Photoshop and Adobe Flash to produce graphics for Web pages and your final Summative Portfolio.
3. 3D Animation	You will use Lightwave to create a character animation. The project will include an animated character, a scene with background objects, custom surface materials, a 3 point lighting system, and one advanced animation technique such as bones, hypervoxels or graph editor animations.
4. Photography & Lighting	You will use a Digital SLR camera to develop an understanding of camera settings. You will also use a lighting kit for portrait photography and a light box for product photography.
5a. Desktop Publishing	You will use Adobe InDesign and your digital photography to produce a Photography "How To" manual in PDF format
5b. Audio Production	You will use Adobe Audition to produce music and sfx to create a sound track for a video clip.
6. Video Production	You will produce a short news program including advanced editing techniques such as chroma key effects, picture in picture, titling and imported animations.

SUMMATIVE EVALUATION PROJECT

The summative evaluation for the course will be based on an electronic portfolio containing all of your project work from the semester. This portfolio will take the form of a web site that thoroughly documents the production of projects. The web site will be submitted on CD at the completion of the course. It is strongly recommended that students work on their portfolios throughout the course as this is a major undertaking.

MOST IMPORTANT!

Comm-Tech may be the coolest class you'll take while at BCI, so have fun! We're going to complete some amazing projects that allow for plenty of creativity and imagination while you develop some incredibly valuable skills. Enjoy the opportunity!