



Grade 10 Communication Technology

Course Description

This course introduces students to communications technology from a media perspective. Students will work in the areas of TV/video and movie production, radio and audio production, print and graphic communications, photography, and interactive new media and animation. Student projects may include computer-based activities such as creating videos, editing photos, working with audio, cartooning, developing animations, and designing web pages. Students will also develop an awareness of environmental and societal issues related to communications technology, and will explore secondary and postsecondary education and training pathways and career opportunities in the various communications technology fields.

Prerequisite: None

Identifying Information

Course Title: Communications Technology

Grade: Grade 10

Course Type: Open

Course Hours: 110 Hours

Course Code: TGJ 2OI

Credit Value: 1

Ministry Document: Technological Education Grade 9 and 10, Ontario Ministry

Course Units

Units #	Description - Weight (70%)
1	Big Ideas of Communication Technology (20%) In this introduction to the larger concepts of Communication Technology you will learn about the communication model, elements and principles of design, idea creation and the design process, project management, team work skills, and trouble shooting techniques in learning software. These skills will be reviewed, practiced and reflected throughout all units in the course. Career opportunities and education will be explored throughout the course.
2	Introduction to Graphic Design (10%) You will learn and practice techniques of logo creation, layout, colour theory (RGB/CMYK), font selection. Software: Photoshop, Illustrator, Corel draw
3	Introduction to Audio Production (10%) You will learn and practice techniques of audio production including: recording sound, editing, producing sound effects, and writing scripts. Software: Adobe Audition, Audacity
4	Introduction to Animation and Gaming (10%) You will learn and practice animation and gaming techniques including: character creation, sketching, 12 principles of animation, basic coding. Software: Flash, possible cloud software.

Sir John A Macdonald Secondary School Technology Education Department

5	Introduction to Video Production (10%) You will learn and practice video production techniques including: script writing, pre production (storyboard, shooting outlines), production (camera, lighting, directing) and post-production (editing, presentation and distribution).
6	Introduction to Web Design (10%) You will learn the basics of web design and apply it in WYSIWYG web editor. The general concepts of HTML5 and CSS will also be introduced.
	Summative E Portfolio 15% Summative Project 15%

Essential Course Components

To be successful in this course you **must** be able to demonstrate **all** of the following skills.

<input type="checkbox"/>	Demonstrate an understanding of core concepts, techniques and skills required to produce a range of audio, video, graphic arts, and printing and publishing of products or services.
<input type="checkbox"/>	Describe different types of equipment and software and explain how they are using in creating communications media products.
<input type="checkbox"/>	Demonstrate an understanding of technical terminology, scientific concepts and mathematical concepts used in different areas of communication technology and apply them in the creation of media products.
<input type="checkbox"/>	Demonstrate an understanding and apply the interpersonal skills necessary to work effectively in a team setting
<input type="checkbox"/>	Apply project management techniques to the planning and development of media products.
<input type="checkbox"/>	Apply a design process and strategies to meet a range of challenges in creating media products.
<input type="checkbox"/>	Create products that demonstrate competence in applying creative and technical skills and incorporate current and evolving standards, process, formats and technologies.
<input type="checkbox"/>	Describe the impact of communications media technologies and activities on the environment and ways of reducing harmful effects.
<input type="checkbox"/>	Demonstrate an understanding of the effects of communications technology and media activities on society and cultural diversity.
<input type="checkbox"/>	Demonstrate and apply safe work practices
<input type="checkbox"/>	Demonstrate an understanding of career opportunity and education options for communications technology.
<input type="checkbox"/>	Demonstrate achievement through an e-portfolio.

Contacting Ms. Doelman

The best way to contact me is through email. Through email, I am happy to set up an appointment over the phone or face to face if necessary.

Anne_doelman@wrdsb.on.ca

519-880-9979 x5068

Twitter: @adoelman

Course Website: sjamcommtech.weebly.com

Sir John A Macdonald Secondary School Technology Education Department

Procedures

Key values of Sir John A Macdonald Secondary School and the WRDSB include respect, responsibility, honesty, and trustworthiness. Our expectations for student behaviour and academic conduct come from these core values. In accordance with WRDSB guidelines outlined in the Assessment, Evaluation, and Reporting Handbook, the following policies are in effect for each subject at SJAM:

a) Late and Missed Assignments

It is the expectation that students will submit all required work by the assigned deadlines as evidence of their learning of essential skills.

- i. Failure to do so may result in a loss of credit; however, in consultation with the teacher and the appropriate administrator, additional opportunities will be afforded to students to demonstrate their learning of the essential skills.
- ii. If one or more essential skills are not demonstrated, students **in Grades 9 and 10** may receive an “I” and will not be granted credit for the course. Students **in Grades 11 and 12** risk losing credit for the course.
- iii. The Learning Skills section of the student’s Provincial Report Card will be used to reflect incidents of late and missed assignments.

b) Cheating and Plagiarism

It is the expectation that students will submit their own, original work for the purpose of demonstrating their learning. In the event that cheating or plagiarism occurs, the following consequences may be implemented, in consultation with administration, depending on the situation:

- i. The student may be required to redo all or part of the assignment or assessment.
- ii. The student may be required to complete an alternate assignment or assessment.
- iii. The student’s work may be treated as a missed assignment.
- iv. Additional consequences for plagiarizing material may include a loss of access to academic awards and scholarship opportunities. As well, potential disciplinary actions may include suspension.
- v. The Learning Skills section of the student’s Provincial Report Card will be used to reflect incidents of plagiarism.

Signatures

Please sign below indicating you have read and understand the requirements for successful completion of this Broadcasting course (ASM 3OI / TGJ 3OI) for the September 2013 to January 2014 year.

Student

Parent/Guardian

Date

Date