

GRADE 11 COMMUNICATIONS TECHNOLOGY COURSE OUTLINE

<http://bci-seniorcommtech.weebly.com>

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, 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, college/university, or other training programs. The major areas we cover in grade 11 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%	



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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, Adobe Illustrator to: - design a "personal" logo - produce graphics for web pages You will use Dreamweaver/Fireworks to: - 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 3D Studio Max 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. Desktop Publishing	You will use Adobe InDesign (Publisher may also be used) to create a Photography "How To" manual. Later you will add the photos from the Photography unit to complete your manual.
5a. 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 and/or compare Nikon Vs Canon dslr cameras.
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!

GRADE 11 COMMUNICATIONS TECHNOLOGY

Parent Letter

<http://bci-seniorcommtech.weebly.com/course-of-study.html>

Dear BCI Comm-Tech Student & Parent/Guardian,

We are very excited to teach the BCI Grade 11 Comm Tech course. During this class, students will learn valuable skills and knowledge related to communications technology. Our classes are run much like a real media production company, and we provide students with a great deal of in-class time and creativity to work on media projects. We expect our students to demonstrate high levels of productivity and participation throughout the course.

Class Expectations & Guidelines

Computer Use:

Much of the course will focus on practical hands-on projects that will require significant computer work. Students will use computers in the Comm Tech classrooms on a regular basis, but will also need to access computers outside of class to complete assignments and activities. Students need to be aware of the WRDSB Acceptable Use Policies regarding computer use in schools. For more information please visit: http://bci.wrdsb.ca/sites/bci.wrdsb.ca/files/AP4070_Acceptable_Use_Procedure_20091026.pdf.

NOTE - Students may only use their own network accounts to complete projects and activities. It is each student's responsibility to log out at the end of class. Students are NOT permitted to play games on computers or use equipment for personal use. Students are also welcome to bring their own devices, i.e., laptops, etc.

Classroom Policies:

- Students are expected to arrive to class on time and be prepared to begin work immediately. Students will work productively during all provided practical class work periods.
- All equipment must be signed out before use and checked by your teacher when returned. Students must handle all class equipment with care. When signing out equipment, location for use must be recorded on sign-out sheet.
- Students must sign in and out when working outside the classroom (ex. video project). Students must also list the location where they will be working. Note - students are NOT permitted to leave school property during class.
- Cell phones or smart phones are NOT permitted in the classroom; unless directed by the teacher.
- iPods or other MP3 players are only permitted during practical projects, provided they do not disrupt the learning environment for any students in the class. Students are responsible for their own electronic equipment and Bluevale/WRDSB will not be held responsible for any damage or loss.
- We enjoy a fun, cooperative work environment in Comm-tech. To facilitate this, students will treat classmates and their instructors with respect and professionalism.
- Clean up starts 5 min. before end of class.
- Please review the TGJ3MI Course Outline for Assessment Policies and course evaluation structure. See web site: <http://bci-seniorcommtech.weebly.com/assessment-policy.html>

Recommended Materials

- Memory Stick (4gb or larger) and personal headphones/ear buds.
- A positive, creative attitude!

Signatures

<http://bci-seniorcommtech.weebly.com>



Please sign below indicating you have read and understood this course outline, including the requirements for successful completion of this course, and return this sheet to your teacher. Teacher's email is on web site.

<http://bci-seniorcommtech.weebly.com/assessment-policy.html>

Student Signature: _____

Parent/Guardian Signature: _____

Please complete and indicate best method of communication:

Parent/Guardian's Phone hm.# _____, Cell #: _____

Parent/Guardian's email: _____