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|  |  | **Course Outline and Evaluation Summary** | |  |
|  | **Course Code**: TGJ3M1  **Grade**: 11  **Title of Course**: Communications Technology: Digital Media Arts |  | |
|  | **Department**: Technological Education, 416-395-3210 |  | |

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| **Course Description** |
| ***In this course, students will…***  This course enables students to develop knowledge and skills in the areas of graphic communication, printing and publishing, audio and video production, and broadcast journalism. Students will work both independently and as part of a production team to design and produce media products in a project-driven environment. Practical projects may include the making of signs, yearbooks, video and/or audio productions, newscasts, and documentaries. Students will also develop an awareness of related environmental and societal issues, and will explore secondary and postsecondary education and training pathways and career opportunities in the various communications technology fields. Prerequisite: None (*Reference: The Ontario Curriculum, Grades 11 and 12, Technological Education, Ontario Ministry of Education, 2009*) |

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| **Course Evaluation**  Course evaluations incorporate one or more of the achievement categories (KICA). A brief description of each category can be found [here](https://www.dcp.edu.gov.on.ca/en/assessment-evaluation/categories-of-knowledge-and-skills). The final grade is calculated using the weighted percentages below. | | | | | |
| **Term Work:** | **A variety of tasks where you show your learning and have marks assigned using the Achievement Categories/Strands** | | **Summative**  **Evaluation:** | **Marked summative tasks which assess your learning on the entire course. CULMINATING TASK:** | |
| **70%** | 20% | Knowledge & Understanding | **30%** | 20% | Knowledge & Understanding |
| 20% | Thinking & Inquiry | 20% | Thinking & Inquiry |
| 40% | Application | 40% | Application |
| 20% | Communication | 20% | Communication |

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| **Learning Skills** |
| Learning skills provide Information to help students understand what skills, habits & behaviors are needed to work on to be successful. These are not connected with any numerical mark. A brief description of each skill can be found [here](http://www.edu.gov.on.ca/eng/policyfunding/growsuccess.pdf#page=17).  **Responsibility, Organization, Independent Work, Collaboration, Initiative and Self-Regulation**  E – Excellent G – Good S – Satisfactory N – Needs Improvement |

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| **Required Materials:** Any educational resource required for this course will be provided by the school. Students must be prepared to take notes during class and to follow all lesson process and procedures. |

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| **School/Departmental/Classroom Expectations** |
| **Attendance:** The student is expected to attend class on time. Parents/guardians will be contacted if lates/attendance becomes an issue/hindrance. If the student knows about an absence in advance, they should contact the teacher.  **Plagiarism/Cheating:** A mark of 0 will be assigned for any work submitted that does not belong to the student. A mark of 0 will be assigned to a student who was found to have cheated. Parents/guardians will be informed.  **Missed Work:** If a student is absent from class, (e.g. illness, sports team) it is **their** responsibility to find out what they have missed and to catch up. The student is responsible for completing all of the work that was missed due to an absence. If a student misses an assignment or test without a legitimate explanation and documentation *(for example a doctor’s note*), marks up to and including the full value of the evaluation may be deducted. Make-up tests must be arranged to be written.  **Late Work:** Late work may result in a deduction of marks up to and including the full value of the evaluation. |

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| **Course Assessment Tasks** | | | |
| ***Unit*** | ***Big Ideas*** | ***Major Assignment(s) / Evaluation(s)*** | ***Estimated Duration*** |
| Unit 1:  **DIGITAL** **PHOTO MANIPULATION** | **Using the print medium to showcase an altered reality world.** Students will explore and learn how to use *Adobe Photoshop*, a raster-based software during this unit. | **-Altered Reality Poster**  **-Quiz** | **22 Hours** |
| Unit 2:  **GRAPHICS**  **AND**  **DESIGN** | **Using graphics and design to produce imagery with messages or meaningful ideas.** Students will explore and learn how to use *Adobe Illustrator*, a vector-based software during this unit. | **-Corporate Logo Design** | **22 Hours** |
| Unit 3:  **ANIMATION** | **Creating the illusion of moving imagery - 2D.** Students will explore and learn how to use *Adobe Animate*, a vector/raster-based software during this unit. | **-1-2 min**  **PROCESS ANIMATION** | **22 Hours** |
| Unit 4:  **VIDEO PRODUCTION & MOTION GRAPHICS** | **Capturing live actions and piecing it together into a story.** Students will explore and learn how to use *Adobe Premiere Pro*, an editing software and cameras during this unit. | **-2-3 MINUTE VIDEO** | **22 Hours** |
| Unit 5:  **WEB DESIGN** | **Create a self-promotional page on the internet.** Students will explore and learn how to use *Adobe Spark*, a web-building software during this unit. | **-STUDENT PORTFOLIO** | **5 Hours** |
| **Culminating Task** | **The production of a creative campaign using both still and moving imagery.** Students work independently in creating such content showcasing their understanding and applicable knowledge of the overall course. | **-PROMOTINAL VIDEO**  **ANIMATION & POSTER** | **17 Hours** |