GRADE 10 COMMUNICATIONS TECHNOLOGY
COURSE OUTLINE (WIKI - http://bluevaletgj2o.pbworks.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, 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 & DESIGN*
3. *DESKTOP PUBLISHING*
4. *DIGITAL IMAGING & PHOTOGRAPHY*
5. *VIDEO & AUDIO PRODUCTION*
6. *COMPUTER ANIMATION*

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	FINAL COURSE SUMMATIVE
Application/Productivity - 50%	Culminating Practical Class Activity - 15%
Knowledge & Understanding - 10%	Exam (Written and/or Skills Based) - 15%
Communication/Readings - 10%	
	TOTAL - 100%

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COURSE STRUCTURE

Students will develop essential skills and knowledge through the following class activities:

Part 1: Training & Skills Development - teacher-centred theory lessons and student-directed, prescribed projects that will help students develop essential software/equipment skills in preparation for practical, hands-on projects.

Part 2: Skills/Knowledge Application - students will take what they learned during the Part 1 and apply their new-found skills and knowledge to the creation and production of their own creative multimedia projects.

COURSE DEADLINES & LATE POLICY

It is expected that all students will complete course exercises and assignments (including ALL homework) within the time-frame outlined by the teacher. Late assignments will receive a 5% deduction per day to a maximum of 20%. As per school policy, a mark of zero will be given for any assignment not submitted before marked work has been returned to the class.

PRACTICAL PROJECT DEADLINES:
Major practical assignments will feature TWO deadlines:

SOFT DEADLINE - the last day students may work on an assignment in class. Any work not completed at this deadline must be finished outside of class.

HARD DEADLINE - final due date for project, which is exactly one week from the "soft" deadline (or as indicated by the instructor). Late marks will apply to any project not submitted by this due date.

Students must take responsibility for their time management and planning. In a secondary school, a pattern of incomplete work or inconsistent attendance jeopardizes the granting of a credit. Any missed tests or project deadlines will be completed the day of a student's return. A note from the parent / guardian may be required to write the missed test/deadline, otherwise a mark of zero or late marks will be applied. The note should indicate the reason for absence as well as an indication that they understand that the student missed an assessment.

COURSE WIKI PAGE & ONLINE PARTICIPATION (http://bluevaletgj2o.pbworks.com)

As part of the TGJ 2OI course, students are expected to use our class Wiki page on a regular basis. This page features important class information, including online handouts, project samples and tutorials. It also features sections for assigned readings, website links, homework instructions, etc. Students can access this Wiki page in class or via school and home computers.

Students are expected to visit this Wiki page at least 5-6 times per week (must visit at least once per day to read assignments). Some class time will be given to complete Wiki activities.

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!