Graphic Multimedia Technology- TGJ20
Course Information & Evaluation

This course introduces students to communications technology from a media perspective. Students will work in the areas of video 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 post-secondary education and training pathways and career opportunities in the various communications technology fields. *PREREQUISITE: None*

Overall Expectations

Fundamentals

A1. demonstrate an understanding of the core concepts, techniques, and skills required to produce a range of communications media products or services;

A2. demonstrate an understanding of technical terminology, basic scientific concepts, and mathematical concepts used in communications technology and apply them to the creation of media products;

A3. demonstrate an understanding of and apply the interpersonal and communication skills necessary to work effectively in a team setting.

Skills

B1. apply project management techniques to the planning and development of communications media products;

B2. apply a design process or other problem-solving processes to meet a range of challenges in communications technology;

B3. create products or productions that demonstrate competence in the application of creative and technical skills.

Technology, The Environment & Society

C1. describe the impact of communications media technologies and activities on the environment and identify ways of reducing their harmful effects;

C2. demonstrate an understanding of social effects and issues arising from the use of communications media technologies and the importance of representing cultural and social diversity in media productions.

Professional Practice & Careers

D1. demonstrate an understanding of and apply safe work practices in communications technology activities;

D2. identify career opportunities in communications technology and demonstrate an understanding of the skills, work habits, education, and training required for entry into postsecondary programs or employment in these fields.

Strands/Units Topics

1. Effective Communication Concepts	5. Intro to animation (Toon Boom)
	6. Intro Photography proper techniques
2. Bitmap image creation and manipulation techniques (Photoshop)	7. Exploring Web 2.0 technologies 6. Introduction to web page design software
3. Introduction to vector graphics (Illustrator)	8. Summative (x2)
4. Page layout and design (InDesign)	

Course Text and Reference Resources

Adobe Photoshop CS5 Classroom in a Book, Adobe InDesign CS5 Classroom in a Book, manuals, and online training videos

Assessment & Evaluation Policy

Refer to the attached SWL Assessment and Evaluation Policy April 2011

Attendance Policy

Students are responsible for catching up on class notes and completing any assignments or tasks involving equipment for which they were absent. ***It is up to the students to ask the instructor what they missed when they return***. Parents will be contacted for any student who skips class. After three such skips, the student will be referred to the Vice-Principal.

70% Formative Evaluation
Student evaluation is based on the Overall Expectation found in the Ontario Curriculum using various forms, such as, but, not limited to, quizzes, tests, assignments, projects, presentations, safety practices, and activities.

30% Summative Evaluation
Each student will complete two summative projects representing 30% of their mark.

Certain forms of these summative evaluations (exams, final tests, performance based tasks, etc.) are time sensitive. This means they must be completed at and within a specific time. Students must be present for these summative evaluations. Any absence will result in a mark of zero, unless validated by an official certificate. (ex. Medical Certificate). Students and parents will be informed well in advance of summative evaluation dates.

Classroom Expectations

1. Students are expected to be willing and active participants in all course activities. This includes completing all assignments both on time and with sufficient effort, and honoring all of their commitments. Every student is expected to keep a neat, well-organized notebook or portfolio

2. Students will contribute to a positive learning environment by: • practicing safe work habits at all times • being respectful to others and respecting their property • treating all equipment with care and ensuring proper knowledge of its operation • reporting unsafe or hazardous situations to the instructor • reporting software or equipment problems to the instructor • cleaning up their workspace and putting everything away before they leave the class*** Electronic storage devices and headphones can be used at the discretion of the teacher * No food or drink is permitted in any of the equipment areas.**