Print and Media Production - TGP4M
Course Information & Evaluation

This course examines communications technology from a combination creative, media, and technical perspectives. Students will develop knowledge and skills as may include print, graphic, and video communications; photography; digital imaging; video; journalism; and online portfolio presentations. Students will develop an awareness of related environmental and societal issues, and will explore college and university programs and career opportunities in the various communications technology fields.

PREREQUISITE: TGP3M

Overall Expectations

Fundamentals

A1.1 demonstrate an understanding of design principles and elements and their role in creating effective media products

A1.2 demonstrate an understanding of the concepts and creative techniques required to produce effective media products or services;

A2.2 use application software and/or equipment competently to perform a variety of communications tasks.

A4.2 describe and apply concepts and techniques that facilitate effective collaboration in a team environment.

Skills

B1.2 use a variety of planning techniques and tools when creating plans for communications projects;

B2.4 use idea-generating techniques such as brainstorming or clarification techniques such as situation analyses to help identify possible solutions;

B3.2 use appropriate software applications to complete a variety of tasks associated with designing communications media; standards, processes, formats, and technologies.

Technology, The Environment & Society

C1.2 describe environmentally responsible practices that can be used to reduce the impact of communications technologies on the environment.

C2.1 demonstrate an understanding of social standards and cultural sensitivity and use appropriate and inclusive content, images, and language in communications media productions

Professional Practice & Careers

D1.2 demonstrate an understanding of and apply safe work practices when performing communications technology tasks

D2.3 demonstrate an understanding of and adhere to ethical standards relating to the creation of media products and to their dissemination.

D3.1 describe careers in communications technology for which postsecondary education is required or advantageous, and identify the qualifications required for entry into these occupations;

D3.6 maintain an up-to-date portfolio that includes pieces of work and other materials that provide evidence of their skills and achievements in communications technology, and explain why having a current portfolio is important for career development and advancement.

Strands/Units Topics

1. Planning a photo shoot	10. infrared photography
2. Technical design	11. Proper use of file formats
3. Continuation of effective photography skills development	12. Project planning
4. Advanced digital image editing and manipulation	13. Advance DSLR video production
5. Use of digital image workflow software	14. Advanced use of mobile devices for photography and video
6. Lighting techniques	15. Photography field trips
7. Printing techniques and digital file formats	16. Related careers and issues
8. Class critiques of photography	17. Summative: photography productions
9. Experimental photography techniques	18. Summative: online production and presentations

Course Text and Reference Resources

Photoshop, Illustrator, iMovie, After Effects, and online training videos

It is recommended that each student provide their own digital camera

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.

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.**