



Course Name: **Communications Technology, Grade 12 University/College Preparation, TGJ4MA**

Course Description:

This course enables students to further develop media knowledge and skills while designing and producing projects in the areas of live, recorded, and graphic communications. Students may work in the areas of TV, video, and movie production; radio and audio production; print and graphic communications; photography; digital imaging; broadcast journalism; and interactive new media. Students will also expand their awareness of environmental and societal issues related to communications technology, and will investigate career opportunities and challenges in a rapidly changing technological environment.

Prerequisite: **Communications Technology, Grade 11, University/College**

Teacher: **Mr. Nathan Beyerle**

Room: **135**

Course Learning Goals:

By the end of this course, you will:

- ✓ demonstrate an understanding of main concepts, techniques, and skills required to produce communications media products and services.
- ✓ demonstrate an understanding of different types of equipment, software as well as technical terminology, scientific concepts, and mathematical concepts used in communications technology.
- ✓ apply project management techniques, interpersonal and communication skills, to develop communications technology products effectively in a team environment.
- ✓ apply a design process to meet a range of challenges in communications technology.
- ✓ create productions that demonstrate competence in the application of creative and technical skills and incorporate current standards, processes, formats, and technologies.
- ✓ describe the impact of current communications media technologies and activities on the environment and identify ways of reducing harmful effects.
- ✓ demonstrate an understanding of the social effects of current communications media technologies and the importance of respecting cultural and societal diversity in the production of media projects.
- ✓ demonstrate and apply an understanding of safe work practices and adhere to legal and ethical requirements relating to the industry.
- ✓ identify careers in communications technology for which postsecondary education is required or advantageous, and describe college and university programs that prepare students for entry into these occupations.

Outline of Units:

- Unit 1** – Graphic Design (Movie Poster)
- Unit 2** – Videography (Music Video)
- Unit 3** – Live Studio Production (Live Video Countdown)
- Unit 4** – Web Design (Advance Dreamweaver Site)
- Unit 5** – Animation (Stop-motion or Flash)
- Unit 6** – Technology, the Environment, and Society (Hi Speed, Macs, Social Networks)
- Unit 7** – Professional Practice and Career Opportunities (summer Business Plan)

Evaluation:

Term work will count for **70%** of the final mark in the course; the final evaluation will count for **30%**.

The Final Evaluation: Exam **15%**, Final Portfolio **15%**

Plagiarism and Cheating:

Plagiarism of all print or electronic (Internet) material on assessment/evaluation tasks is **forbidden**. Plagiarism/copying student work and taking credit as one's own or allowing your own work to be used by another is also strictly forbidden. Any act of plagiarism, allowing your work to be copied, copying another's work and /or cheating will result in a mark of **zero** for all parties involved.

Tests:

Missed tests will be written the first day back to school or a mark of zero will be assigned unless alternative arrangements have been made in advance.

Mark updates, Assignment Sheets & Rubrics:

<http://www.nathanbeyerle.com>

Your default password is: **12345678**