COMMUNICATION TECHNOLOGY
GRADE 9 OUTLINE 2023/24
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HIGHWOOD HIGH SCHOOL

C.T.F TEAM
CAREER & TECHNOLOGY FOUNDATIONS

General Objectives
Students will gain an understanding of basic technological theory and practice as it applies to themselves, and society through the study of Communication Technology. The continual goal throughout the course is to empower students to express themselves through technology. Students will also gain foundational knowledge about Indigenous culture to build upon understanding of, and respect for, Indigenous Peoples in Canada.

Career Exploration
Students will explore careers related to the areas of study in the class to build their awareness of career options in the future.
Digital Imaging: Principles and Practices
Students will learn the basics of digital image acquisition using a digital camera and image manipulation/editing using some entry-level Adobe Photoshop (digital darkroom) skills.
Photography: Introduction to Photography Techniques
Students will learn fundamental concepts and skills related to photography. Hardware and software for this is provided by the school. Software used includes Adobe Lightroom and Adobe Photoshop.
Audio / Video / Animation Exploration
Students will learn fundamental concepts and skills related to working with audio, video, and animation.
3D Printing | Video Game Design | Robotics
Students will be introduced to the desgin process as it relates to 3D printing, video game design, and robotics.

Course Expectations
Students are expected to attend school regularly whenever possible, arrive on time, show respect for themselves and others, and work to the best of their abilities while in class or in remote learning.

Attendance Expectations
Please be aware that Section 12 of the School Act states:

A student shall conduct him or herself to reasonably comply with the following code of conduct:

(a)   be diligent in pursuing the student's studies;
(b)   attend school regularly and punctually;
(c)   co-operate fully with everyone authorized by the board to provide education programs and other services;
(d)   comply with the rules of the school;
(e)   account to the student's teachers for the student's conduct;
(f)   respect the rights of others

http://www.qp.gov.ab.ca/

If for any reason a student misses in-person school, the student will be diligent and prompt in catching up as soon as possible. Missed information, assignments, and/or assessments are the responsibility of the student. Parents and/or guardians should be aware that Highwood High does not condone, encourage or tolerate extended absences by students without valid reasons. If a student chooses to miss class repeatedly, disciplinary action may apply.

Basic Competencies
Competencies are knowledge, skills, and attitudes needed to be successful in school, life and work. They include lifelong learning, communication, collaboration, global citizenship, and problem solving skills. These areas will be assessed at the mid-term and final reporting period. Success in this class is in the hands of students working towards improving in these 4 crucial areas.

Course Assessment
Students will complete a variety of assignments over the course of this class. Each assignment will be tied to the corresponding section of the course. Individual projects will be assessed utilizing formative and summative assessment. Project work will have individal rubrics given to students at the beginning of the project so they are aware of all the areas they are being assessed on. A students final grade will be a combination of four course areas. If students need to take the class in a remote fashion due to COVID-19 protocals, their work will be posted in the Google classroom so they can keep up with the class from home. Attendance is paramount to success in this class.

Graphic Arts 20%   Photography 20% Audio / Video / Animation 20%
3D Printing / Video Game Design / Robotics 20% Literacy & Numeracy Artifacts 20%

TOTAL 100%