COMMUNICATION TECHNOLOGY - LEVEL 3/4
COURSE OUTLINE *2018/19*

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HIGHWOOD HIGH SCHOOL

General Objectives

Students, having been equipped with the basic technological theory and practice, will apply and enhance their skills. Students will see an increase and broadening of their capacity to communicate ideas and information through technology with en emphasis on the vital importance of idea generation, planning, implementation, refinement, and final post-production analysis.

In CTECH students will select different speciality path. These include Video Game Design, Graphic Artist, Photography, Journalism, Audio DJ, and 3D Printing and Design. At level 2 the course modules will be tailored to match student path selection on an individual basis. It is also at level 2 where students can make a change to the path they selected in level 1.

CTECH

EXAMPLE COURSE MODULE PATH

Course COM 3035 - Raster Graphics 2 (1 Credit)
Students build on the knowledge and skills acquired in Raster Graphics 1 by using raster editing software to create advanced graphics.

Course COM 3145 - Animation 3 (1 Credit)
Students apply production planning techniques to produce a sophisticated animation that tells a story, communicates an idea or message, and creates a mood or establishes a theme.

Course COM 3105 - AV Preproduction 2 (1 Credit)
Students refine planning skills used in an audio/video/animation project.

Course COM 3115 - Production 2 (1 Credit)
Students expand on intermediate audio/video/animation production techniques.

Course COM 3125 - AV Postproduction 2 (1 Credit)
Students expand on digital editing software skills to edit and process audio/video/animation project work and continue to apply motion graphics and effects to enhance projects.

Course Expectations

It is expected that all students attend regularly, arrive on time, show respect for themselves and others, and work to the best of their abilities. Students will demonstrate initiative and self-discipline to ensure success. ***Students are encouraged to take a cross-curicular approach whenever possible by combining other course assignments with Comm Tech projects.***

Attendance: Please be aware that Section 12 of the School Act states (http://www.qp.gov.ab.ca/Documents/acts/S03.CFM):

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

If for any reason a student chooses to miss school for reasons of family vacations, or extra- and co-curricular activities, this student will be diligent and prompt in catching up to his or her classmates. Therefore any missed information, assignments, and/or assessments will not be the responsibility of the teacher, but of the student. Parents and/or guardians should be aware that Highwood does not condone, encourage or tolerate any extended absences by students. If a student chooses to miss class repeatedly, disciplinary action may apply.

Course Deadlines

Course 1 - October 10
Course 2 - November 21
Course 3 - Jan 21 - Last day of Class
Course 4 - Jan 21 - Last day of Class
Course 5 - Jan 21 - Last day of Class
Parent/Teacher Interviews: TBD

Assessment

Students will complete a variety of assignments in each of the listed course focus areas. The Pyramid of Assessment rubric is tied directly to the curricular goals outlined by Alberta Education (Government of Alberta) and those scores will reflect the student's achievement in those focus areas.

Pyramids of Assessment (project/course work per course module)	100%
	100%