

Communications Technology 12

Outcomes

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General Curriculum Outcomes

Students will be expected to

1. design, develop, evaluate, and articulate technological solutions
2. evaluate and manage technological systems
3. demonstrate an understanding of the history and evolution of technology, and of its social and cultural implications
4. demonstrate an understanding of current and evolving careers and of the influence of technology on the nature of work
5. demonstrate an understanding of their personal responsibility in determining the future

Specific Curriculum Outcomes

Students will be expected to

Module 1: Fundamentals of Communications Technology (mandatory threading outcomes)

- 1.8 investigate modern and future forms of communication and predict futuristic career options in communications technology
- 1.9 generate a digital professional portfolio representing a collection of advanced work completed throughout the course using the design process
- 1.10 design, create, and transport solutions to design problems that can entertain a variety of target audiences using a variety of electronic communications tools
- 1.11 examine and analyze solutions to communications technology problems
- 1.12 create a design improvement to the life-cycle analysis of an electronic communication device
- 1.13 establish a safe practice policy for one or more communication technology processes within the classroom laboratory

Module 2: Digital Photography (mandatory module)

- 2.5 control light using advanced manual settings of a camera and existing light photography methods
- 2.6 demonstrate an understanding of photojournalism
- 2.7 demonstrate an understanding of manipulating raw images from cameras that support it
- 2.8 practice a variety of professional applications of photography

Choose three modules of the following six.

Module 3: Technical Design

- 3.4 demonstrate an understanding of basic plan views and elevation views of an object or structure
- 3.5 use mechanical and technical communication language and symbols to create and illustrate a digital solid model
- 3.6 create advanced geometric constructions through digital techniques

Module 4: Graphic Design

- 4.6 design, create, and transport digital images for specific communication purposes
- 4.7 distinguish between vector and raster objects
- 4.8 solve visual communication problems using appropriate elements, colours, typography, and principles of design

Module 5: Web Publishing

- 5.5 plan, design, create, and publish a web site to a network in a school-based Intranet
- 5.6 create and write web-based forms
- 5.7 develop motion graphics and presentations for web use

Module 6: Video Production

- 6.5 create, edit, and distribute web appropriate video
- 6.6 capture high-quality sound for a video
- 6.7 incorporate narration or voice-over into a video
- 6.8 incorporate dramatic lighting into a video

Module 7: Broadcasting

- 7.6 demonstrate an understanding of how satellite technology affects them
- 7.7 communicate a message through script writing for specific broadcasting applications
- 7.8 demonstrate an understanding of broadcasting frequencies and bandwidth
- 7.9 use and operate broadcasting equipment to produce a broadcast or series of broadcasts for a specific purpose

Module 8: Animation

- 8.4 create a storyboard to plan and communicate an animation sequence
- 8.5 create a two-dimensional (2-D) or three-dimensional (3-D) digital animation that has a purpose and message
- 8.6 insert sound into a digital animation