

Multimedia 12

Foundational Outcomes

Website References

Website references contained within this document are provided solely as a convenience and do not constitute an endorsement by the Department of Education of the content, policies, or products of the referenced website. The department does not control the referenced websites and subsequent links, and is not responsible for the accuracy, legality, or content of those websites. Referenced website content may change without notice.

Regional Education Centres and educators are required under the Department's Public School Programs Network Access and Use Policy to preview and evaluate sites before recommending them for student use. If an outdated or inappropriate site is found, please report it to <curriculum@novascotia.ca>.

© Crown copyright, Province of Nova Scotia, 2020


Prepared by the Department of Education and Early Childhood Development


This is the most recent version of the current curriculum materials as used by teachers in Nova Scotia.


The contents of this publication may be reproduced in part provided the intended use is for non-commercial purposes and full acknowledgment is given to the Nova Scotia Department of Education.

Multimedia 12

As teachers determine their lesson plans for Term 1 of the 2020-2021 school year, one of the considerations will be the sequencing of learning activities. Where possible, activities that will be difficult or impossible to do at home should be done early in the term, to be better prepared to shift to a learning-at-home model, if required. The colour-coded outcomes below can serve as a guide for teachers as they make activity sequencing decisions.

 In-class learning priority

 In-class learning preferred

 Outcome could be met from home

Module 1: Creating and Manipulating Images

1.1 apply techniques and procedures needed to manipulate images (including text) in a range of media, including digital and electronic media

1.2 demonstrate an understanding of the cultural, historical, and emotional impact of other people's images by examining their form and content

1.3 demonstrate an awareness of the procedures involved in the production of images in a range of digital and electronic media

1.4 apply principles of art and design to create digital and electronic images

1.5 construct digital and electronic images which communicate ideas and concepts

Module 2: Creating and Manipulating Motion Graphics

2.1 apply techniques and procedures needed to create motion graphics

2.2 demonstrate an understanding of the cultural, historical, and emotional impact of other people's motion graphics by examining their form and content

2.3 demonstrate an awareness of the procedures involved in the production of motion graphics in a range of digital and electronic media

2.4 apply principles of art and design to create motion graphics

2.5 construct motion graphics which communicate ideas and concepts

Module 3: Sound

3.1 create and manipulate sound products from a range of sources, including music, narration, and effects

3.2 demonstrate an understanding of the cultural, historical, and emotional impact of other people's sound products by examining their form and content; and relationship or potential relationship to other multimedia elements

3.3 demonstrate an awareness of the procedures involved in the production and application of sound products in a range of media

3.4 apply principles of art and design to create sound products

3.5 construct and manipulate sound products which communicate ideas and concepts

Module 4: Collaborative Project and Personal Portfolio

4.1 apply skills, principles, techniques, and processes of art and design to communicate ideas and concepts to an identified audience for an specified purpose

4.2 demonstrate an understanding of the cultural, historical, and emotional impact of other people's multimedia products by examining their form and content, audience and purpose

4.3 collaboratively create a customized multimedia authored project using software program(s) and external sources

4.4 independently select, organize and refine a range of multimedia products that illustrate learning throughout the course to create a multimedia-authored personal portfolio

4.5 explore various educational and career paths in multimedia-related fields