

# Course Outline

**Wasse Abin Wikwemikong High School**  
**34 Henry Street**  
**Wikwemikong, Ontario, P0P 2J0**  
**(705)-859-2870**

**Course Title: Communications Technology**  
**Digital Imagery**  
**Grade Level: 11**  
**Ministry Course Code: TGJ 3M**

Teacher's Name: Peter Baumgarten

Department: Technology

Developed by: Peter Baumgarten

Date: August 30, 2011

Date Applicable: February 3, 2014

Course Reviser / Revision Date: Peter Baumgarten, August 26, 2013

Curriculum Document: Technological Education, Grades 11 and 12, 2009

Prerequisite: None

Credits: 1.0

Length: 110 hours

Principal's Name: Michael Staruck

Principal's Approval: \_\_\_\_\_

Approval Date: \_\_\_\_\_

## Course Description/Rationale

This course examines communications technology from a media perspective. Students will develop knowledge and skills as they design and produce media projects in the areas of live, recorded, and graphic communications. These areas may include 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 develop an awareness of related environmental and societal issues, and will explore college and university programs and career opportunities in the various communications technology fields.

## Overall Curriculum Expectations

### **Communications Technology Fundamentals**

- A1. demonstrate an understanding of the core concepts, techniques, and skills required to produce a range of communications media products and services;
- A2. demonstrate an understanding of different types of equipment and software and how they are used to perform a range of communications technology operations and tasks;
- A3. demonstrate an understanding of technical terminology, scientific concepts, and mathematical concepts used in communications technology and apply them to the creation of media products;
- A4. demonstrate an understanding of and apply the interpersonal and communication skills necessary to work in a team environment.

### **Communications Technology Skills**

- B1. apply project management techniques to develop communications technology products effectively in a team environment;
- B2. apply a design process or other problem-solving processes or strategies to meet a range of challenges in communications technology;
- B3. create productions that demonstrate competence in the application of creative and technical skills and incorporate current standards, processes, formats, and technologies.

### **Technology, The Environment and Society**

- C1. describe the impact of current communications media technologies and activities on the environment and identify ways of reducing harmful effects;
- C2. 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.

### **Professional Practice and Career Opportunities**

- D1. demonstrate an understanding of and apply safe work practices when performing communications technology tasks;
- D2. demonstrate an understanding of and adhere to legal requirements and ethical standards relating to the communications technology industry;
- D3. 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.

## Course Content

	Unit Title	Hours	Dates	Summative Due
Unit 1	Image Theory	10 h	Feb. 3 - 14	Sept. 14
Unit 2	Take the Shot! DSLR Controls	20 h	Feb. 17 – Mar. 7	Mar. 7
Unit 3	Post Production Basics	20 h	Mar. 10 – Apr. 4	Apr. 4
Unit 4	Lighting and Portrait Photography	20 h	Apr. 7 – May 1	May 1
Unit 5	The Unreal World - Intermediate Post Production	20 h	May 2 – May 30	May 30
Unit 6	Summative Projects	20 h	June 2 – June 27	June 27
Total		110 h		

## Unit Descriptions

Unit-1 – **Image Theory** – In this unit students are introduced to principles of good photographic techniques. They will be able to recognize and apply basic design principles through a study of various images. A study of various careers in the field of digital imagery will be studied.

Unit 2 – **Take the Shot! DSLR Controls** - In this unit students examine the operation of a digital single reflex camera (DSLR) using both automatic and manual controls. The fundamentals of good design that were introduced earlier will be reinforced as students practice the proper methods of camera usage. Students will examine the effects and application of changing shutter speed, aperture, ISO, file size, etc. A photo essay will be created that highlights an event within their life.

Unit 3 – **Post Production Basics** – Using Photoshop and other software, students will be introduced to the power of the digital darkroom. Practice in colour correction, saturation, histogram levels and other adjustment layers will be examined as students continue to develop their skills in photographic design.

Unit 4 – **Lighting and Portrait Photography** – In this unit students will examine the use of studio and natural lighting in portrait photography. Students will continue to use techniques from previous units as they apply them to this branch of photography.

Unit 5 – The **Unreal World - Intermediate Post Production** – Within this unit students will examine digital manipulation techniques in order to create images that stretch the boundaries of reality. Students will create a variety of composite images and look for evidence of such images in modern media works.

Unit 6 – **Summative Projects** – Students will apply their knowledge and skills gained within the course to complete 2 large-scale summative projects.

## Teaching/Learning Strategies

- Lecture
- Demonstration
- Discovery
- Brainstorming
- Group work
- Teacher Analysis
- Peer Analysis
- Self Analysis
- Research
- Internet Usage
- Hands-on Practice

**Evaluation**

The student’s final grade for this course will be determined as outlined in Program Planning and Assessment 2000 (p.15).

- **Seventy percent** (70%) of the grade will be based on evaluations conducted throughout this course. This portion of the grade should reflect the students’ **most consistent level of achievement throughout** the course, although special consideration should be given to the more recent evidence of achievement.
- **Thirty percent** (30%) of the grade will be based on a final evaluation in the form of an examination suitable to the course content and administered towards the end of the course.

Type of Assessment	Category	Weighting
Unit Summatives <b>(70%)</b>	Knowledge and understanding	<b>25%</b>
	Thinking Inquiry and problem Solving	<b>15%</b>
	Communication	<b>10%</b>
	Application	<b>20%</b>
Course Summative <b>(30%)</b>	Final Project	<b>30%</b>
		<b>100%</b>

**Assessment/Evaluation Strategies**

**Paper and Pencil**

Tests  
Quizzes  
Work sheets  
Rubrics

**Performance Methods**

Projects  
Photo Essays  
Posters

**Personal Communication**

Classroom discussion  
Self-evaluation  
Peer Evaluation

**Accommodations**

The following accommodations should be made through the course.

**Accommodations for students with learning disabilities.**

- Provide extensive student /teacher conferencing
- Pair students
- Frequent review of key concepts
- Provide a list of terminology before an activity begins.
- Pair written instructions with verbal instructions.

- Use visuals to illustrate definitions.
- Highlight key words or phrases.
- Allow assignments to be completed in longer timelines.

### **Resources listed in Bibliographical style**

#### **Text Book**

None

#### **Web sites**

The Ontario Ministry of Education; [www.edu.gov.on.ca](http://www.edu.gov.on.ca)

### **Materials, Manipulative and Technology**

Digital SLR cameras and lenses

Tripods

Studio lighting and backdrops

iMac Computers

Wacom tablets

Colour printer

Photographic paper

Photoshop CS5

Illustrator CS5

Dreamweaver CS5