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École Secondaire

Windsor

Secondary School

DIGITAL MEDIA 11 - COURSE OUTLINE

2018 & 2019

Ms. Brooke Sihota

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**GENERAL LEARNING OUTCOMES & BIG IDEAS:**

|  |  |  |
| --- | --- | --- |
| Digital Media can be used to design products in the real world | Students will learn to improve and evolve their personal designs | The programs used in class will provide an avenue to bring ideas to fruition. |

**COURSE DESCRIPTION:**

Digital Media 11 is a computer- based course that allows students to learn the skills involved in the preparation and presentation of high quality 2D and 3D graphics, web design, animation and video. Through these five major areas, students will discover how digital media can play a powerful role in business and marketing, personal art and communication, and social responsibility.

|  |  |
| --- | --- |
| **Content** | **Programs** |
| * 2D graphic design * Image development and manipulation * 3D development and design * Printed and web layout and design * Animation * Video editing * Blog software | * Illustrator * Photoshop * Lightroom * InDesign * After Effects * Animate * wix.com, weebly.comm, wordpress.com |

**Student Learning: Activities and Strategies:**

All assignments are project-based and require students to incorporate appropriate tools, and to apply the basic elements and principles of design in order to successfully complete their projects. Students are required to explore programs and systems to expand their learning. Each unit will be comprised of the delivery of information, group learning, in class exercises and small assignments to prepare students for their final project for the unit. Attendance is crucial and self-discovery and sharing of knowledge amongst classmates is expected and important. Students will be expected to brainstorm, plan and lay ideas out through discussion on paper and on the computer.

**Assessment and Evaluation:**

The following will be graded using criteria developed in class:

Projects - 35 pts each

Assignments - 15 pts each

Labs - 10 pts each

Class Discussion & Self Evaluation - 15 pts term

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **# of Units** | **Labs** | **Assignments** | **Project** | **Evaluation** |
| 5 | 2 | 2 | 1 | 1 |

Plagiarism, cheating, or copying of assignments will result in a mark of zero (0) for all parties involved. Parents, Guardians, grade counsellors and administration will be notified and a note will be added to the student’s school file. Please review plagiarism and cheating in the Student Handbook.

**POLICIES AND PROCEDURES:**

You are responsible for how well you do in this course. It is your responsibility to work to the best of your ability by making a consistent effort to participate in class, be involved in activities, use class time efficiently, complete all assignments on time and bring all necessary materials to class.

**Computer Lab Use and Policies:**

In addition to following the Acceptable Computer/Internet Use Policy as outlined in the agenda book, students are expected to meet and respect the following expectations:

* Food, drinks and gum are **NOT** permitted in the computer lab.
* Headphones/MP3’s/cell phones are not permitted in the computer lab. Turn these off and keep them in your backpacks.
* Personal use of the Internet is NOT permitted during class - ask if you are unsure.
* Ms. Sihota has a **ZERO** tolerance policy for video games. First step will be a conversation, second step will be an email/phone call home and third step will be a conversation with administration.
* Please notify the teacher immediately of any equipment that is not working properly.
  + Problem solving is encouraged upon reporting to Ms. Sihota
* DO NOT write on desks. DO NOT deface equipment. Email home and partnership with administration will be a consequence.
* Your assigned computer station needs to be cleaned up at the end of each class.

**Your Teacher/Classmates:**

* Teachers and classmates are to be respected at all times. This includes any replacement teacher who may teach the class.
* There is a zero-tolerance policy for bullying, teasing, and/or insulting and immediate action with administration will take place.

**Attendance:**

* Regular attendance is required for success in this course. This course focuses on hands-on computer use, each class is vital both for instruction and software use.
* It is expected that you **arrive on time.** If you are late, enter the room quietly without disrupting the class. If student is late two times in a row, a conversation with parents or guardians will take place. First time late or absent, is a conversation, second absence is an email or phone call phone and third time is a conversation with administration.
* You are responsible for catching up on any kind of missed work. If you are absent, come see me BEFORE your first class back so that you are caught up and prepared for the next class.

**Late Work:**

* Assignments, projects and labs must be handed in by their due dates. Once Ms. Sihota has marked work in the hand in folder/attached to ones blog, she may not go back to the folder to mark late work.
  + *This means that you run the risk of not having Ms. Sihota mark it and therefore, ending up with a zero for that specific assignment, project or lab.*

Please read and sign this course outline which will indicate that they have been informed of the Digital Media 11 learning outcomes and assessment and evaluation tools. Any concerns or questions should be directed to Ms. Sihota.

Student Signature:

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