Ministry Curriculum Document: The Ontario Curriculum, Grades 11 and 12: Technological Education, 2009 (revised)
School: Central Huron Secondary School
Department: Technology
Department Head: Mr. R. Greidanus
Teacher: Ms. Vercruyssen

Interactive New Media and Animation, Grade 11, College/University Level
Course Code: **TGI3M**
Credit Value: One
Pre-requisite(s) and/or Co-requisite(s): Communication Technology, Grade 11, College/University Level

COURSE DESCRIPTION:
This course examines communications technology from a media perspective with an emphasis in the areas of interactive new media and animation. Students will work both independently and as part of a team to design and produce interactive media and animation products in a project-driven studio environment. Students will work in both two and three dimension animation and develop interactive media for web based use. Students will also develop an awareness of related environmental and societal issues and explore college and university programs and career opportunities in the various communications technology fields.

TECHNOLOGY FUNDAMENTALS
- demonstrate an understanding of the core concepts, techniques, and skills required to produce a range of communications media products and services;
- 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;
- demonstrate an understanding of technical terminology, scientific concepts, and mathematical concepts used in communications technology and apply them to the creation of media products;
- demonstrate an understanding of and apply the interpersonal and communication skills necessary to work in a team environment.

TECHNOLOGY SKILLS
- apply project management techniques to develop communications technology products effectively in a team environment;
- apply a design process or other problem-solving processes or strategies to meet a range of challenges in communications technology;
- 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
- describe the impact of current communications media technologies and activities on the environment and identify ways of reducing harmful effects;

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

OUTLINE OF THE COURSE CONTENT AND AREAS OF FOCUS

Unit Sequence	Unit Title	Area of Focus	Time Period
1	Workplace Safety, Law and Ergonomics	Copyright, trademark, libel, creative commons, safety in the studio, safe equipment operation	Ongoing
2	Graphical Storytelling	Sequencing, storyboarding, panel design, history of comics, building tension	Two weeks
3	Stop Motion Animation	Frame Rates, breaking down movement, putting images together, Movie Maker, Adobe Premiere, music choice, using physical objects as a medium	Three weeks
4	Claymation	Frame Rates, breaking down movement, putting images together, Movie Maker, Adobe Premiere, music choice, using clay as a medium	Three Weeks
5	Pixallation	Frame Rates, breaking down movement, putting images together, Movie Maker, Adobe Premiere, music choice, using people in animation	Three Weeks
6	Electronic Animation	Flash and Toon Boom	Two Weeks
7	Personal Choice Animation	Use any one of the covered animation techniques to create an animation	Two Weeks
8	Final Projects	Final project of choice from above covered units	4 Weeks – please note that this time frame could be longer depending on how quickly the curriculum can be covered in the preceding units

SPECIAL CONSIDERATIONS:
There will be several occasions throughout the duration of this course where you will be outside of the classroom shooting video, taking pictures, etc. Always remember that this is a privilege and any poor behaviour reflects on all of us.

Your final mark will be calculated based on the Ministry of Education's Achievement Chart for the course as follows: Knowledge/Understanding: 20%; Thinking/Inquiry: 20%; Communication: 20%; Application: 40%.
70% of the final mark is derived from ongoing assessments of student work throughout the course. The remaining 30% is derived from a final evaluation administered at or toward the end of the course. Details for the final assessment will be available later in the semester. Adequate class time will be provided so that the final assessment can be completed during class time.
Assessments and evaluation strategies may include, but are not limited to, *oral presentations, interviews, essays, reports, letters, quizzes, tests, examinations, performance tasks, journals, learning logs, portfolios, and many others.*