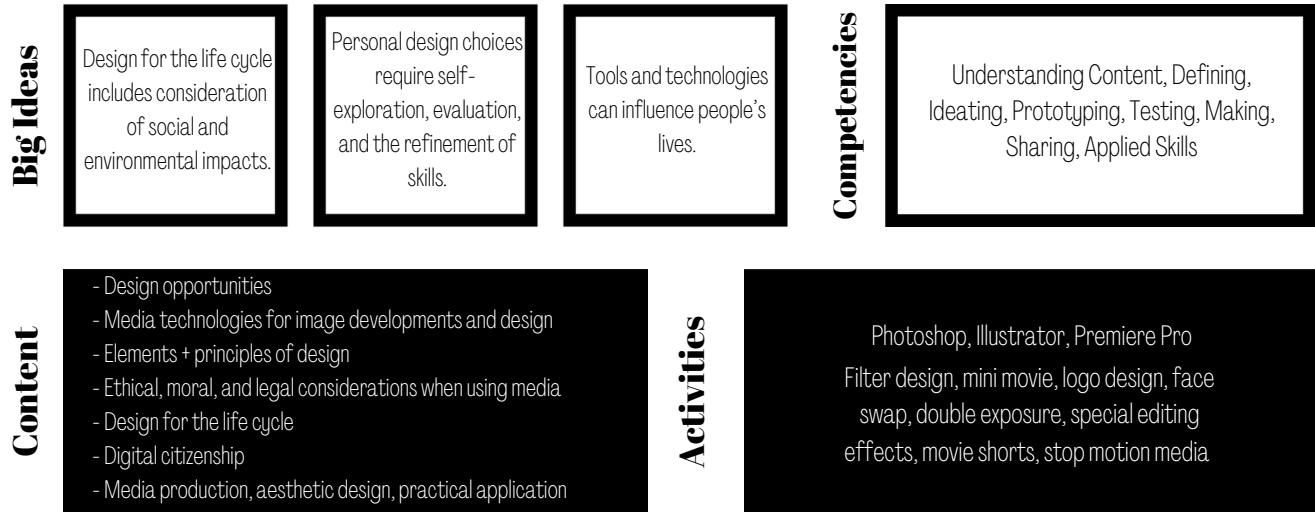# Media + Design 10

Ms. Bennett
abennett@sd44.ca
Office: Rm 2013 "The Bunker"
Class: Rm 211

Media + Design 10 is a course that provides students with the opportunity to gain basic knowledge, general understanding, and application of media technologies and digital design. You will be introduced to concepts such as the principles of design, media production, design for the life cycle, digital citizenship, cultural influences of media + design, and creative opportunities.

Big Ideas

Design for the life cycle includes consideration of social and environmental impacts.

Personal design choices require self-exploration, evaluation, and the refinement of skills.

Tools and technologies can influence people's lives.

Competencies

Understanding Content, Defining, Ideating, Prototyping, Testing, Making, Sharing, Applied Skills

Content

- Design opportunities
- Media technologies for image developments and design
- Elements + principles of design
- Ethical, moral, and legal considerations when using media
- Design for the life cycle
- Digital citizenship
- Media production, aesthetic design, practical application

Activities

Photoshop, Illustrator, Premiere Pro
Filter design, mini movie, logo design, face swap, double exposure, special editing effects, movie shorts, stop motion media
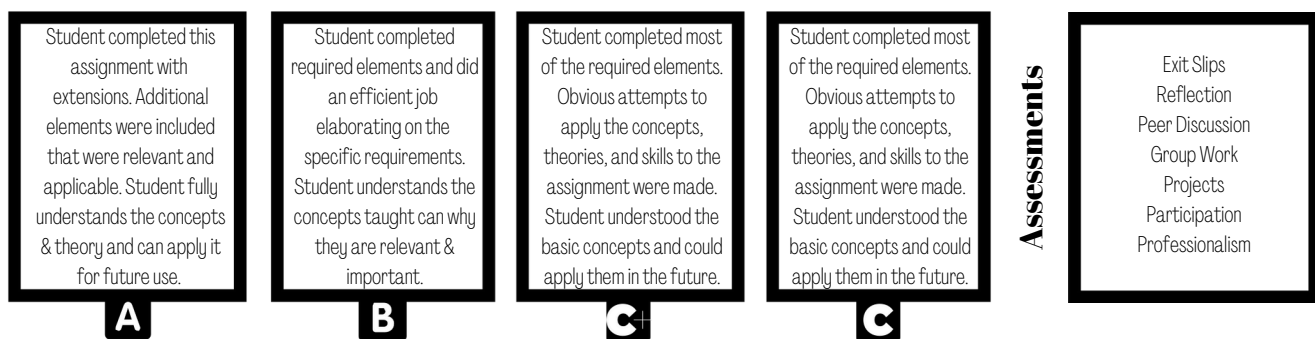
Learning Expectations

Units in Media + Design 11/12 will be comprised of instruction through lectures, PowerPoint, videos, discussion, student-led activities, assignments, and a final project or summative assessment. Within each unit, the curricular competencies covered will be accompanied by reflection. Some units will have tight deadlines while others will have greater flexibility. Students will have the ability to work at their own pace and to create their own timeline of completion for said flexible assessments. This allows students to complete their stronger-suited activities first. By doing so, students will have enough time to focus on areas that they need to strengthen. This also simulates what it would be like to serve multiple clients at once with set timelines.

Units

Students are required to incorporate appropriate tools and basic skills necessary to successfully complete their projects. They are required to problem-solve when coming across an issue, apply theory to create extensions of the requirements outlined on their assignment, and demonstrate proof they are exploring the activities. Each unit will be supported by lessons, videos, small and large group discussions, and group activities that allow students to practice specific skills. Assignments will encourage students to apply multiple concepts together within the unit and a final project. Students are expected to do more than what is being asked. Thinking creatively and critically is an essential skill to build on.

Rubrics

Student completed this assignment with extensions. Additional elements were included that were relevant and applicable. Student fully understands the concepts & theory and can apply it for future use.

A

Student completed required elements and did an efficient job elaborating on the specific requirements. Student understands the concepts taught can why they are relevant & important.

B

Student completed most of the required elements. Obvious attempts to apply the concepts, theories, and skills to the assignment were made. Student understood the basic concepts and could apply them in the future.

C+

Student completed most of the required elements. Obvious attempts to apply the concepts, theories, and skills to the assignment were made. Student understood the basic concepts and could apply them in the future.

C

Assessments

Exit Slips
Reflection
Peer Discussion
Group Work
Projects
Participation
Professionalism

Media + Design 10
Rules

Plagiarism, cheating, or copying of assignments will result in a mark of zero (0) for all parties involved. Parents, guardians, grade counselors, and administrators will be notified and a note will be added to the student's school file. Please review plagiarism and cheating in the student handbook. Students will learn how to use media appropriately without breaking copyright laws.

Lab Policies

- Food, drinks, and gum are not permitted in the lab.
- Airpods are not permitted during instructional or collaborative time. Ms. Bennett needs to give permission for use during class time.
- ZERO a tolerance policy for video games. The first step is a conversation, the second is an email/call home to family, the third is a conversation with administration.
- Please notify Ms. Bennett if any equipment is not working properly.
- DO NOT write on desks or school property. Immediate consequences will follow.
- Your assigned computer station needs to be cleaned up at the end of each class and your chair tucked in.

Attendance

- Regular attendance is required to be successful in this course. Hands-on computer use and instruction is vital for your learning. You need to be here.
- It is expected that you arrive on time. If you are late, enter the room silently *without* disrupting. Once a moment presents itself, please connect with Ms. Bennett. If you are repeatedly late, a conversation with your family and administration will occur.
- You are responsible for catching up on any kind of missed work.

Peer Policies

- Teachers and classmates are to be respected at all times. This includes any replacement teacher who may educate the class.
- There is a zero-tolerance policy for bullying, teasing, and/or insulting, and immediate action with the administration will take place.
- Inappropriate behaviour is up to the discretion of Ms. Bennett. Whatever she deems offensive could result in disciplinary action. Choose to be kind.

Assignments

- Assignments and projects must be handed in by their due dates.
- Ms. Bennett will mark work that is handed in on time as a top priority. All other work submitted after the official deadline will be marked when she has time.
- Top priority is given to those who practice good behaviours when it comes to punctuality and timeliness with their assignments.

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