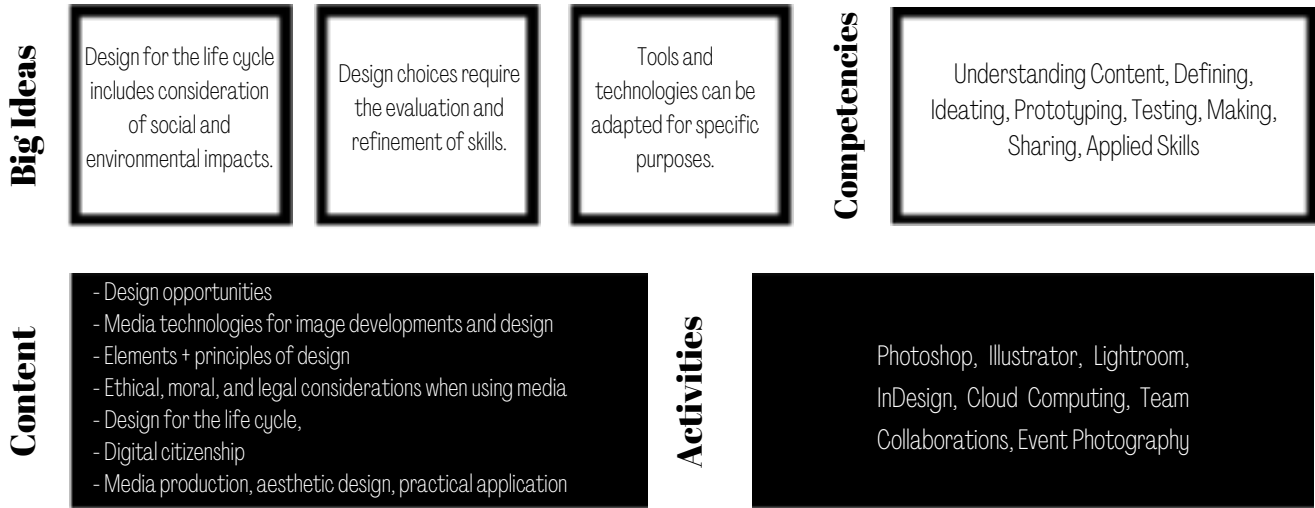


# Media Journalism 10

**Ms. Bennett**

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

Media Journalism 10 is an ADST course that provides students the opportunity to gain extended knowledge of computers, technology, design, and journalism. You will be introduced to concepts such as the principles of graphic design, media production, design for the life cycle, digital citizenship and copyright, camera operations, and the Adobe suite.



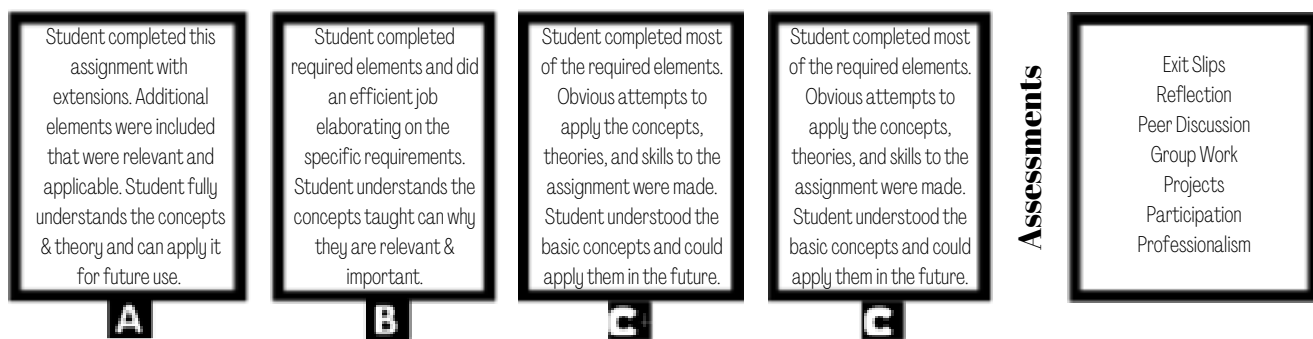
## Learning Expectations

Graphic Production 11/12 will be comprised of instruction through lectures, PowerPoint, videos, discussion, student-led activities, presentations, and a minimum production standard for the yearbook. 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 assignments. 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 lesson will be supported by videos, small and large group discussions, and group activities that allow students to practice specific skills. Mini assignments will encourage students to apply multiple concepts together within the unit. Students are expected to do more than what is being asked. Thinking creatively and critically is an essential skill to build on.

## Rubrics



# Graphic Production 11/12

## 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.

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### 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 tolerance policy for video games. First step is a conversation, second is an email/call home to family, 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 & 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 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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