

**PORT COLBORNE HIGH SCHOOL**  
**COURSE OUTLINE**  
**Communication Technology (Multimedia) – TGJ 3M**

**Teacher: S. Coers**

**Class Website: [mrcoers.weebly.com](http://mrcoers.weebly.com)**

**Course Outline and Description:**

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 Animation, video editing, presentation and graphic communications. 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 Multimedia related fields.

Multimedia is a course which is student-centered, activity based, process oriented and project-driven. Students will be required to integrate their knowledge and use a problem solving approach to learning as they go through this course. Students will be evaluated on both independent and team based assignments.

**Student-centered-** the student assumes a major responsibility for learning. A wide variety of different types of learning resources will be available to the student. Rather than giving traditional lecturers, the teacher will act more as a facilitator to help the student find information that is required for completion of their assignments. Evaluation of a student's progress includes self and teacher assessment.

**Activity-based-** students learn theoretical principles as needed by performing specific activities related to the completion of a project. Remember, practise drives learning.

**Process-oriented-** the process is as important as the finished product. Therefore it is important that students maintain a log of their activities when working on major pieces

**Project-driven-** projects rather than written tests and assignments will constitute the major portion of the student's mark. Often, these projects integrate previous units theory, so it is important for the student to be present and put a conscious effort at all times

**Mark Break Down:**

Max 10% Bonus marks for Odd Jobs

Formative – Term Work	(80%)
Knowledge/Understanding - Quizzes	(10%)
Thinking and Application - Daily Assignments, homework & Projects	(45%)
Communication - Reflections, Presentations & Demonstrations	(25%)
Summative – Final Culminating Project Evaluation	(20%)
Final Digital Portfolio (20%)	