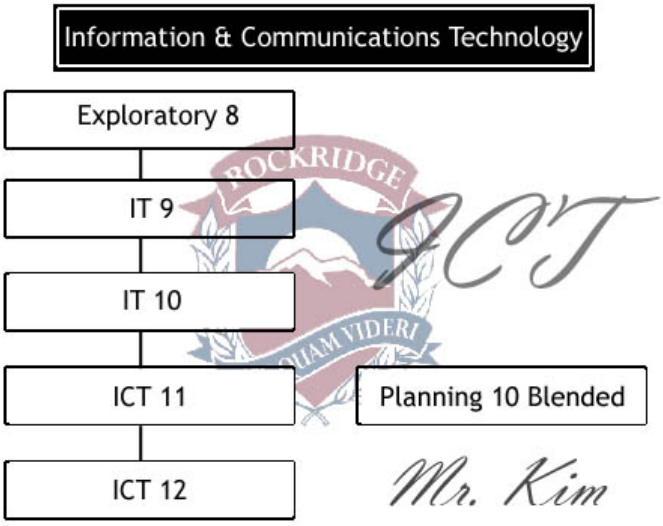
Information & Communications Technology Courses



Technology literacy is a skill set that is in high demand in our global community. The three uses of information technology in a modern society are information technology (electronic resources), communication technology (telecommunication), and processing technology (software that help us do better, faster work). Technology is a tool and not an answer in and of itself. It should seen as a learning tool that students learn with, not from. In preparing for the real world, ICT students are posed real problems with real world connections. ICT classes are set up with project based multimedia assignments that allows for real problems that seeks to connect students' work in school with the wider world in which the students live. It allows for student decision making, involves collaboration with others (students, community), and encompasses a full range of assessment, not just the final product. More importantly, it attempts to synthesize concepts from other courses. Come see what exciting opportunities await you in the world of Information and Communications Technology.

Information Technology 8 is an introductory 12-week course (29 classes) that focuses on these three strands (foundation, process, and presentation). The main units are:

- Keyboarding (speed / technique) (ergonomics)
- File Management
- Digital Citizenship
- Microsoft Office (Word Processing, Spreadsheets)
- Multiple Search Engines
- Graphic Design
- Desktop Publishing
- Art, Animation, and Sound
- Alice / Scratch Programming

Information Technology 9 is a 120-hour course used to develop basic computing skills. Some of these skills can be integrated with their other courses. There is no pre-requisite

for this class. The course will focus on the students as a user of software (i.e. Microsoft Office) and a developer (i.e. programming). The main units are:

- Applied Digital Communications - word processing, spread sheets, electronic presentations, database, desktop publishing, new media for learning
- Digital Media Development - digital sound editing, graphics, 2D / 3D animation, stop motion video, digital camera basics
- Computer Information Systems - file management, file types, software types, software evaluation, work station basics, operating systems, network technologies
- Computer Programming – HTML, LOGO, Alice, Scratch

There is an enhancement fee for this course.

Information Technology 10 (INT 10 – 4 credits Applied Skills) is a 120-hour course. It builds on the basic computing skills learned in Information Technology 9. Some of these skills can be integrated with other courses. The course will focus on the students as a user of software (i.e. Microsoft Office) and a developer (i.e. programming). The main units are:

- Applied Digital Communications - word processing, formatting documents, spread sheets, website evaluation electronic presentations, digital literacy
- Digital Media Development - digital sound editing, Photoshop graphics, 2D / 3D animation, photocomposition techniques, and film & television techniques
- Computer Information Systems - file management, operating systems, guide to the computer system,
- Computer Programming – XHTML, basic Flash game design

There is an enhancement fee for this course.

Information and Communications Technology 11 (ICTX 11 – 4 credits Science or Applied Skills) is a 120 hour course. There is no pre-requisite for this course; however, students should consult with the teacher to see what essential skills are needed before enrolling. This course follows a modular project-based multimedia model of learning centered on solving a real world problem. Information and Communications Technology 11 focuses on these main units:

- Applied Digital Communications - word processing, formatting documents, electronic presentations, research process, inline citations, bibliography, Web 2.0, 3D virtual worlds
- Digital Media Development - 2D graphic design and 2D game design, 3D landscape design, and film & television techniques
- Computer Information Systems – file management, operating systems, building a computer, and home network design & management
- Computer Programming –introduction to programming, programming methodology, programming structures, graphics & user interfaces, arrays, files, & searching, arrays & sorting, object oriented programming, and application development (basic XHTML, CSS, CGI / PERL, JAVA programming, and advanced Flash game design)

There is an enhancement fee for this course.

Information and Communications Technology 12 (ICTX 12 – 4 credits Science or Applied Skills) is a 120 hour course. There is no pre-requisite for this course; however, students should consult with the teacher to see what essential skills are needed before enrolling. This course follows a modular project-based multimedia model of learning centered on solving a real world problem. This course is a continuation of Information and Communications Technology 11 and focuses on these main units:

- Applied Digital Communication – digital literacy, distributed learning, and copyright & plagiarism, new media for learning
- Digital Media Development - 3D design & animation, 2D/3D graphic design, digital sound editing, and film & television techniques
- Computer Information Systems - file management, operating systems, home network design & management
- Computer Programming – personal / business / education web applications, batch files, PHP, JAVA game development, Content Management Systems (CMS)

There is an enhancement fee for this course.

Planning 10 – Blended Learning (PLAN 10 - 4 credits) is a mandatory Ministry course, implemented in September 2004, for all students enrolling in Grade 10. This course is a requirement for graduation. Planning 10 also establishes the foundation for the Graduation Transitions that all students must complete prior to Graduation. The prescribed learning outcomes for this course require that students develop an understanding of their personal responsibility for attaining and maintaining their overall health and financial well-being, and for pursuing and achieving their education and career goals. Students will develop the knowledge, skills and attitudes that enable them to plan for their successful transition from secondary school to their adult lives. The aim of Planning 10 is to enable students to develop the skills they need to become self-directed individuals who set goals, make thoughtful decisions, and take responsibility for pursuing their goals throughout life.

Planning 10 - Blended Learning is scheduled outside of the regular timetable. We meet online asynchronously (not real time) as well as in person at a pre-determined location. Most of the work is done online using the Inside45 portal; however, we also dedicate 3 hours each month meeting face to face. The face to face time can be before school, during lunch, or afterschool. Assignments are completed weekly and vary, comprising of online discussions, blogs, wikis, research papers, presentations, and online group projects.

The Planning 10 curriculum will focus on the four key areas of:
• The Graduation Program: course requirements, exams, focus areas, and the graduation transitions

• Education and Careers: personal awareness (lifestyle goals, interests, values, aptitude and abilities, personality and learning styles), post-secondary education, job seeking and keeping skills, labour market information, employment standards and workplace safety
• Health: healthy life-styles, relationships and appropriate health decisions
• Finances: costs of education and career options, financial literacy skills and creation of a financial plan

There is an enhancement fee for this course.

In all the courses above, there will be a number of assignments and quizzes in each module done individually and/or in-groups. A concept map and a rationale synthesizing what was learned in each term will also be completed. Students are required to bring a pen or pencil, loose-leaf paper, and a 3- ring binder to each class.