

# Media Design 10

with Ms. Gihota

Is a course that allows students to explore and understand the world of media and the impact it has on their lives and others. This course provides the opportunity for students to practice analyzing media with a critical eye and the opportunity for students to creating their own. Students will learn the elements and principles of design and image development strategies to create meaningful and impactful pieces of art and media through multiple softwares. Students will consider the question "What works when it comes to capturing the attention of an audience and... why?"

*big*  
ideas

Design for the life cycle includes consideration of social & environmental impact

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

Tools and technologies can influence people's lives.

*curricular*  
competencies

Understanding Context  
Defining  
Ideating  
Prototyping  
Testing  
Making  
Sharing  
Applied Skills

## learning expectations.

Almost all assignments are project-based and require students to incorporate appropriate tools & basic skills to successfully complete their projects. Students are required to problem solve when coming across a problem, apply theory to create extensions of the requirements outlined on their assignment & demonstrate proof they are exploring the programs.

Each unit will be composed with a lesson (sometimes brief), occasional group learning & discussions, labs that allow students to practice specific skills, assignments that will encourage students to apply multiple concepts together within the unit & finally a final project.

Students are expected expand their learning and build upon the outlined requirements by applying the theories and concepts learned. If students are applying theory & techniques to enhance their work by creating extensions of what is being asked of you, you will earn themselves an A. If the work created is exactly what is being highlighted without **thinking creatively or thinking critically**, student has not yet earned yourself an A.

## assessment.

**A** Student completed required elements of this assignment and provided extensions of what was being asked of them. Student added elements and content that were **relevant** and **applicable** to their work. Student fully understood the concepts, theory & skills being taught and can apply them for future use.

**B** Student completed required elements of this assignment and did a efficient job elaborating on **those** specific requirements. Student understood the required concepts that were being taught and understood why the assignment was relevant and important. There were attempts to apply concepts and theory to create extensions.

**C+** Student completed **most** of the required elements of this assignment and made obvious attempts to apply the concepts, theory and skills to those requirements. Student understood the basic concepts and understood why they were applicable for the assignment that was being presented.

**C** Student completed **less than 60%** of the required elements outlined. Student understood the basics of the topic & general theory of the material being taught however, they would have difficulties applying these concepts to future work.

## unit structure.

New units in Media Design will be introduced this year and will be formatted with lectures, discussion, labs, assignments and a final project/summative assessment. Within that unit all curricular competencies will be covered, including a reflection.

Some units that we do may require students to manage their own time and create work at their own pace. This allows students to master and perfect skills at their own pace without the added pressures of strict deadlines. This also simulates what it would be like to have a clients at once with tight timelines with an actual client.

*possible*  
content

Design life cycle  
Designs for clients  
Use of media through technology  
Artwork through multiple viewpoints  
Media production  
Elements & principles of design  
Image development strategies

*possible*  
programs

Adobe Photoshop  
Adobe Lightroom  
Adobe Illustrator  
Adobe Animate  
Adobe PremierPro

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rules

**Plagiarism**, cheating, or copying of assignments will result in a mark of zero (0) for all parties involved. Parents, Guardians, grade counsellors and administration 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 computer lab.
- Headphones/MP3's/cell phones are not permitted in the computer lab.
- Personal use of the Internet is NOT permitted during class - ask if you are unsure.
- Ms. Sihota has a ZERO tolerance policy for video games. First step will be a conversation, second step will be an email/phone call home and third step will be a conversation with administration.
- Please notify the teacher immediately of any equipment that is not working properly.
  - o Problem solving is encouraged before reporting to Ms. Sihota
- DO NOT write on desks. DO NOT deface equipment. Email home and partnership with administration will be an immediate consequence.
- Your assigned computer station needs to be cleaned up at the end of each class & chair must be pushed in.

## teacher & student partnership policies

- Teachers and classmates are to be respected at all times. This includes any replacement teacher who may teach 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. Sihota. Whatever she deems is offensive could result in disciplinary action.

## attendance.

- Regular attendance is required for success in this course. This course focuses on hands-on computer use, each class is vital both for instruction and software use.
- It is expected that you arrive on time. If you are late, enter the room quietly without disrupting the class. If student is late two times in a row, a conversation with parents or guardians will take place. First time late or absent, is a conversation, second absence is an email or phone call home and third time is a conversation with administration.
- **You** are responsible for catching up on any kind of missed work.
- If you are absent, come see me **BEFORE** your first class back so that you are caught up and prepared for the next class.

Just because you miss class (excused or not) does not exempt you from completing all of the work.

## classroom peer-to-peer partnership policies

- Assignments, projects and labs must be handed in by their due dates. Ms. Sihota will mark work that is handed in by the due date. If work is not submitted by the appropriate deadline, she will mark it when she has time. Priority is given to those who practice good behaviours when it comes to punctuality and timeliness.
  - o This means that you run the risk of not having Ms. Sihota mark it and therefore, ending up with a zero for that specific assignment, project or lab when interims and reports are due.

Ms. Sihota

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