

## APPLIED DESIGN, SKILLS & TECHNOLOGIES – INFORMATION & COMMUNICATION TECHNOLOGY

Supplemental Fees in the Applied Skills Department support take home projects and enhancement materials.

<b>MEDIA DESIGN 10 (ALT)</b>	<b>MMEDD10</b>	<b>Available in 2025-2026</b>
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Media Design 10 (open to grade 9 and grade 10 students) is a course designed to provide students with the fundamentals, knowledge, skills to explore personal design choices through the appropriate tools and technology. Students will study and consider the impact that design can have social, ethical and sustainability issues. Students will also be encouraged to think creatively when exploring a variety of programs including some of the following: The Adobe en suite such as Photoshop, Lightroom, Illustrator, Premiere Rush, and Premiere Pro.

This course will be offered every second year and is open to all grade 9 and 10 students.

<b>WEB DEVELOPMENT 10 (ALT)</b>	<b>MWBVD10</b>	<b>Available in 2024-2025</b>
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Web Development 10 (open to grade 9 and grade 10 students) is a course designed to provide students with the fundamentals, knowledge, skills to explore personal design choices through the appropriate tools and technology. Students will study and consider the needs and interests that drive the web development process which includes the social, ethical and sustainability considerations needed. Students will also be encouraged to think creatively when exploring a variety of programs including some of the following: Programs to support HTML and CSS such as Visual Studio Code and We3Schools. Additional programs to assist learning may include Canva, Vyond, and Wix.

This course will be offered every second year and is open this year (2023-2024) to all grade 9 and 10 students.

<b>MEDIA DESIGN 11</b>	<b>MMEDD11</b>	
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Media Design 11 is a computer-based course that provides students with the opportunity to explore, evaluate and refine their computer designing skills. Inspired by social and environmental influences, students will be challenged to think critically and creatively to plan, develop and design digital projects. After self and peer reflection and refinement, students will produce impactful designs through a variety of tools and technologies.

<b>MEDIA DESIGN 12</b>	<b>MMEDD12</b>	
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This course is a continuation of Media Design 11. With experience in a variety of Adobe and online programs, students will have the opportunity to further explore digital media and develop their own ideas, designs and projects. Students will focus on building their own portfolio to support post-secondary applications and future career prospects. Over the year, students are expected to develop and create a variety of projects using a variety of skills and technologies following the user-centered research model divided into the five stages listed below. This course is recommended for students who are organized and work well independently in order to meet personal design goals and deadlines.

STAGE 1 Defining, Ideating and Planning

STAGE 2 Prototyping and Testing

STAGE 3 Evaluating and Developing

STAGE 4 Making and Sharing

STAGE 5 Reflecting

<b>COMPUTER PROGRAMMING 11</b>	<b>MCMPR11</b>	
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Computer Programming 11 is a project based course, designed to provide students with the opportunity to explore and learn a variety of computer coding languages for web development, animations, simple game design and more. All students, regardless of previous computer knowledge and experience, are welcome to take this course to learn an introductory level of programming skills or advance what they already know. Utilizing the applied design process, students will challenge themselves to think critically and creatively to plan, develop and implement digital projects that consider personal, social and global subjects. Highlights of the course include; programming spherical robots to travel through student made mazes, as well as programming micro:bits ('tiny computers') to create a variety of visual and audio output.

Using the programs and content listed below, students will discover how computer programming is so intricately involved in our day-to-day lives and global future development, through a variety of applied skills and technologies.

<b>COMPUTER PROGRAMMING 12</b>	<b>MCMPR12</b>	
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This course is a continuation of Computer Programming 11. In this course, students will have the creative freedom to guide their own learning in programming, –communications and web design. Students will develop and create 8 projects using a variety of skills and technologies following the user-centred research model divided into the five stages listed below. This course is recommended for students who are organized and work well independently in order to meet personal design goals and deadlines.

- STAGE 1 Defining, Ideating and Planning
- STAGE 2 Prototyping and Testing
- STAGE 3 Evaluating and Developing
- STAGE 4 Making and Sharing
- STAGE 5 Reflecting

<b>MEDIA/JOURNALISM 10 (YEARBOOK 10)</b>	<b>YCCT-0A</b>	
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Media/Journalism 10 is a hands-on course that teaches students real life experience in the creation of a memory book from concept, theme and layout to final production. Students who are interested in photography, layout design and who have strong organization skills and discipline will find this course fun, challenging and rewarding. This is an X block course which meets after school and during lunchtimes (Days TBD).

<b>GRAPHIC PRODUCTION 11 (YEARBOOK 11)</b>	<b>MGRPR11</b>	
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Graphic Production 11 is a course designed to provide students with the opportunity to consider media design life cycles, refine their skills with regards to tools and technology and produce a yearbook. Students will study and consider the impact that design can have social, ethical and sustainability issues specific to their clients (Windsor students.) Students will also be encouraged to think creatively when exploring a variety of programs to produce not only a collage of photos but an editorial for students to enjoy for decades after they graduate. This is an X block course which meets after school and during lunchtimes (Days TBD).

<b>GRAPHIC PRODUCTION 12 (YEARBOOK 12)</b>	<b>MGRPR12</b>	
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Graphic Production 12 is a course that is an extension of Graphic Production 11. Graphic Production 11 however, is not a pre-requisite to this course. Students in this course will consider media design life cycles, refine their skills with regards to tools and technology and produce a yearbook. Students will study and consider the impact that design can have social, ethical and sustainability issues specific to their clients (Windsor students.) Students will also be encouraged to think creatively when exploring a variety of programs to produce not only a collage of photos but an editorial for students to enjoy for decades after they graduate. This is an X block course which meets after school and during lunchtimes (Days TBD).