

Yearbook 10 / 11 / 12 (BA Media Journalism)

Course Outline 2023-24

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Course Overview

Students will complete engaging, complex, and challenging assignments that mirror what newspapers, magazines and online publishers complete while documenting events. These projects will teach students a variety of skills, techniques, and software to have a strong understanding of how to photograph, photo edit, design, write and proofread to create the school's yearbook. This course is for students who are interested in a career in Photojournalism, digital journalism and traditional publishing or journalism.

BIG IDEAS

- Social, ethical, and sustainability considerations impact design and production
- Complex tasks require the sequencing of skills
- Complex tasks require different technologies and tools at different stages

Curricular Competencies

1. *Applied Design:*

Defining, Ideating, Prototyping, Testing, Making, Sharing

2. *Applied Skills:*

- Demonstrate an awareness of precautionary and emergency safety procedures in both physical and digital environments
- Identify the skills and skill levels needed, individually or as a group, in relation to specific projects, and develop and refine them as needed

3. *Applied Technologies:*

- Choose, adapt, and if necessary learn about appropriate tools and technologies to use for tasks
- Evaluate the personal, social, and environmental impacts, including unintended negative consequences, of the choices they make about technology use
- Evaluate how the land, natural resources, and culture influence the development and use of tools and technologies, and self-expression

Course Content

- Image composition and lighting techniques
- Collaboration, reflection and critique of your work and of classmates' work
- Photography equipment (DSLR cameras, tripods, studio lights)
- Digital design programs (Adobe Photoshop, Bridge)
- Develop time management, organizational and planning skills

Resources: [Adobe.com](https://www.adobe.com) and [Lynda.com](https://www.lynda.com) (free video tutorial access with NV library card)

Supply Recommendations

- Headphones/ear buds (for watching/listening to video tutorials)

Assessment

The work of students will be evaluated in a variety of ways:

- *Formative assessment* will be used to monitor student learning in order to modify teaching and learning strategies with the goal of improving the students' knowledge.
- *Summative assessment* will be used to evaluate skill acquisition, student learning and specific skill areas in order to summarize student development at a particular time.
- Students may be given the opportunity to redo and resubmit assignments that do not meet the required criteria.

Projects 60% (page layouts, photography, caption writing)

Studio Habits 40% (process, planning, supply/equipment care, research, & organization)

Late Assignments

Deadlines in this course are firm! Students that have extenuating circumstances need to discuss and arrange an alternate deadline with the teacher prior to the project deadline. All late work will result in an "I" report, which is signed by the teacher & student then sent home for review.

Classroom Expectations

Students are expected to respect their classmates, teachers, computers, class equipment and classroom space – failure to do so will lead to disciplinary action that may result in expulsion from this course! It is also expected that students will follow the **STUDENT CODE OF CONDUCT** which is outlined in the Student Agenda Book.

Students can expect to work in a clean, positive, and safe environment – one that is free from racism, sexism, and all other forms of harassment. Each student can also expect to be treated in a fair and respectful manner by both teacher and fellow students. If at any time a student feels that these expectations are not being met, they should approach the teacher.

1. Arrive to class on time, prepared and ready to work.
2. Clean up, push in your chair, and properly put away all equipment/supplies in their designated location when finished class.
3. Be respectful towards others and the equipment/materials.
4. No visitors or extended washroom breaks.

Computer Lab Rules

- No food or drinks allowed in the computer lab, please keep on the floor/in your bag.
- No games, social media, or other non-class/school related online or computer activities.
- Do not download/install computer programs.