

Information Technology Systems

Intro to Graphics Tech 10G

Intro to Micro Systems Technology 10S
(Digital Pictures/Digital Film Making)

Exploring Industry Hardware 20S

Basic Tech App 30S →

Adv. Tech. Apps 40S

Career Internship 40S

Basic Studio 30S → Advanced Studio 40S → Portfolio Management 40S

Intro to Graphics Communication Technology (Art) 10G 1 credit

Program Goals:

- to develop visual and tactile perception
- to develop an understanding of the art fundamentals
- to develop skills in the use of media and related techniques
- to provide a variety of art experiences so that art become a life long activity

Intro to Graphics Technology 10G is designed for those students who are interested in Art or may want to pursue an Art related career. This could include Architecture, Interior Design, Drafting, Photography, Advertising, Graphic Arts and the printing industry. Art 10G will also be an opportunity for students to gather a portfolio of their work that may be required for admission to a University or Technical School. The student taking Art 10G will be familiarized with the elements of art, principle of design, and the use of various techniques and materials.

Topics in this course include:

- technical drawing: 2 and 3 point perspective
 - water color
 - silk screen printing
 - photography
 - sculpture
 - painting
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Intro to Micro Systems Technology 10S (Digital Pictures/Digital Film Making) ½ credit each

Digital Pictures

Convey a message through an original digital image

Digital Film Making

Tell stories by combining sound, still images, moving images, text, graphics, and animation into a video product.

Exploring Industry Hardware 20S 1 credit

This optional supplementary course provides opportunity for students to become familiar with the physical components making up the computer. The function of each specific component will be examined as well as how groups of components interact with each other in task execution. Exploring Industry Hardware involves students in virtual PC troubleshooting situations, hands-on PC assembly and upgrade activity, and on-screen computer aided instruction and theory tests. The boom in computer, especially personal computers has created tremendous career opportunities in the field of computer maintenance and repair. As various generations of PCs and other computer accessories begin to age, the service technician's role in keeping systems up and running becomes ever more essential.

Topics to be covered include:

- basic integrated logic circuits
 - configuration and upgrading of computer
 - introduction to diagnosing & troubleshooting
 - safety & preventative maintenance issues
 - motherboard/processors/memory
 - printers
 - identify portable systems
 - identify basic networking concepts
 - customer satisfaction
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Basic Technology Applications: Multimedia 30S 1 credit

The aim of this optional supplementary course is to introduce students to production, presentation, and authoring applications associated with information technology. Students use industry standard software and hardware to develop creative works that combine animation, graphics, text, audio and video to communicate ideas. Students will be challenged to think creatively about the content and focus of their presentations. They will also develop the technical skills required to organize and deliver each multimedia piece. The goal of integrating and implementing information technology, as a foundation skill, within all curricula is to enable students to use, manage, and gain a broad understanding of the field of information technology. Multimedia: Basic Technology Applications is one of eight credits which students may apply toward a certificate in the Information Technology Systems program.

Topics to be covered include:

- Elements of multimedia production
- Design, production & critique of original multimedia presentations
- Operation of equipment
- Use of audio editing software
- Understanding of video capture software
- Understanding of authoring software for multimedia production

Advanced Technical Applications 40S **1 credit**

This is a continuation of the topics covered in Basic Technology Applications. Depending upon the instructor this course may include units on: Web Page development (Dreamweaver or Flash), Animation (Flash), Film Development & Editing (Premier etc)

Students will be expected to demonstrate competence in software packages looked at in the Grade 11 program and may be required to make use of this prior knowledge.

Art Mentorship

Basic Studio 30S **1 credit**

Artists living and practicing in the community mentor students. Students explore communication and technique using a variety

of art mediums including drawing, painting (acrylic), pottery (sculpture), and watercolor.

Advanced Studio 40S **1 credit**

Students develop individual interests and skills in various and combined mediums under the guidance of local artists. Emphasis is on the process involved in artifact development, from inception, through research, production, and reflection. Marketing and entrepreneurship is a consideration at this level.

Portfolio Management 40S **1 credit**

The portfolio is intended to convey the natural aptitudes, initiative, persistence, and enthusiasm of the artist. Ability to express oneself in visual form and to reflect on the development of one's own skills and sensibilities is paramount.

Management Skills 40S **1 credit**

Management Skills 40S is a modularized course designed for teacher mediated self-study. Participants progress through the modules at their own pace. This credit involves both pre-employment orientation (in-class, approx. 35 hrs) and practicum (in-community at a site mutually agreed on by student and sponsor, approx. 75 hrs) for a total of 110 hrs. **This format is best suited for students who demonstrate the ability to be self-directed.** Attendance at all scheduled pre-employment sessions and seminars is compulsory.

Employability Skills 40S provides an opportunity for students to prepare to apply personal knowledge and experience in a workplace setting which coincides with that student's career/vocational interests. The pre-employment orientation assists students in identifying the expectations of community-based mentorship. Real life experience provided through practicum serves to clarify career objectives, to establish professional relationship, and to develop employability skills. **This course is a pre-requisite to all other Career Internship credits.**