

<p>Course Description:</p> <p>This course emphasizes the refinement of media arts skills through the creation of a thematic body of work by applying traditional and emerging technologies, tools, and techniques such as multimedia, computer animation, installation art, and performance art. Students will develop works that express their views on contemporary issues and will create portfolios suitable for use in either career or postsecondary education applications. Students will critically analyse the role of media artists in shaping audience perceptions of identity, culture, and community values.</p>	<p>Level: University/College</p>
	<p>Credit Value: 1.0</p> <p>Pre-requisite: Media Arts, Grade 11, University/College</p> <p>Department: The Arts</p>
<p>Course Fees: None</p>	

<p>Textbooks & Resources:</p> <ul style="list-style-type: none"> • Growing Success: Assessment, Evaluation and Reporting in Ontario Schools • The Grade 11 and 12 (Revised) 2010 Ontario Art Curriculum • The Photographic Eye (text book)
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<p>Course Evaluation: Student Evaluation consists of three components...</p>					
<p>1) Learning Skills & Work Habits:</p>					
<p>Students are evaluated on 6 Learning Skills & Work Habits. They are:</p> <ul style="list-style-type: none"> <li style="width: 50%;">• Responsibility <li style="width: 50%;">• Collaboration <li style="width: 50%;">• Organization <li style="width: 50%;">• Initiative <li style="width: 50%;">• Independent Work <li style="width: 50%;">• Self-Regulation 	<p>These six attributes are evaluated on a scale of Excellent (E), Good (G), Satisfactory (S) & Needs Improvement (N) and reported on the report card. They are not included in the course mark, unless specified in the curriculum expectations.</p>				
<p>2) Term Mark (Assessment of Learning):</p>					
<p>Student performance standards for knowledge and skills are described in the curriculum Achievement Chart. The curriculum is assessed in four categories:</p> <ul style="list-style-type: none"> <li style="width: 50%;">• Knowledge and Understanding 25% <li style="width: 50%;">• Thinking and Inquiry 25% <li style="width: 50%;">• Communication 25% <li style="width: 50%;">• Application 25% 	<p>Evaluation of these four categories generates the term mark. The term mark accounts for 70% of the final mark.</p> <p>It is the student's responsibility to submit evidence of learning.</p>				
<p>3) Final Evaluation (Assessment of Learning):</p>					
<p>The final evaluation, administered at or towards the end of the course is based on the evidence shown to the right. The final evaluation accounts for 30% of the final mark.</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">Digital Portfolio & Interview</td> <td style="text-align: right;">15%</td> </tr> <tr> <td>Culminating Activity</td> <td style="text-align: right;">15%</td> </tr> </table>	Digital Portfolio & Interview	15%	Culminating Activity	15%
Digital Portfolio & Interview	15%				
Culminating Activity	15%				
<p>Final Mark = 70% Term Mark + 30% Final Evaluation</p>					
<p>For a detailed description on Course Evaluation, see "How Did I Get That Mark!" at www.satec.on.ca</p>					

<p>Course Conduct Policies: See Student Agenda.</p>
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<p>Course Outline:</p> <p style="text-align: center;">Please retain this page in the front of your notebook for future reference.</p>



Grade 12 Media Arts
ASM4M1

Unit	Description	Approximate Length	Major Unit Evaluation
Interactivity & Identity	Students will begin this unit with an examination of the history of interactivity in visual and media arts. Emphasis will be placed on modern and contemporary works that bring into question the traditional role of the viewer/participant. Student will then utilize both traditional and digital media to create their own unique interactive artworks based on the theme of identity. Students will continue to build their skills as digital artists through the use of Adobe Photoshop CS5 and the use of Adobe Illustrator	3 weeks	Adobe Illustrator /Photoshop art works, quiz and digital portfolio, interactive art work
Hybridization & Digital Manipulation	In this unit student will create artworks in which genres, styles, concepts, materials, media and forms are combined to create “hybrid” forms of art. After review of terminology, basic techniques in composition, studio photography and digital editing, students will explore image/art making and photo manipulation using Photoshop CS5. Focus will be placed on how digital manipulation has altered our culture’s perception of “ideal beauty”.	3 weeks	Digital photography works, quiz, cinemagraph, photo analysis and digital portfolio
Moving Images & Duration	In this unit we will review the principles of animation, story boarding, camera shots/angles and a brief history of this medium. Students will watch and analyse a variety of experimental animations and create a animation based on the theme social justice.	3 weeks	Animation critics/analysis, tumblr journals, animation, story board, quiz and digital portfolio
Narrative Vision & Point of View	In this unit students will explore narrative vision in documentary film and analyze how documentary filmmakers use different styles and approaches to communicate their vision. Students will create a short documentary structured around a single question. Student will edit work in imovie and Final Cut Pro.	3 weeks	Documentary analysis, journals, documentary, storyboard, written analysis and digital portfolio
“What do you stand for?” <i>Culminating Activity</i>	For this culminating unit students will explore the questions “Who are you? What do you stand for?” Students are to expand on their skills/art works from this semester and create a unique art work that answers these 2 underlying questions through the application of the elements and principles of media arts.	3 weeks	Written proposal, thematic work, presentation and digital portfolio

Note: The order of the units of study may change due to student needs and resources available during the course.

General Information:

At the start of the course, your teacher will outline the various types of cameras and identify what is acceptable for use on specific assignments/units of study. Our media arts program has a number of digital cameras for use during class time. In addition, each student will be assigned as ipad and computer to use during class time.

Respect our expensive and delicate class equipment:

As part of our media arts program students will have access to a variety of expensive and delicate equipment. Please take due diligence in the safety and care of this equipment while in class. Please do not eat or drink in the classroom or remove equipment from the room **without** prior consent from your teacher.

Camera sign out:

The school does have digital cameras available for students to borrow for projects. Students must accept full responsibility for the camera while it is in their care. Cameras may be signed out at the **end** of the school day on a first come, first served basis with proper **student photo ID**. Students must return their camera on the next school day **before 8:45 am**. Students who abuse this opportunity will **lose this privilege**.

Late or missed Assignments:

It is the responsibility of each student to provide evidence of their achievement of the overall expectations within the time frame specified by your teacher, and in a form approved by your teacher. Assignments will be assigned a due date and a final submission due date. Students are free to submit their assigned work up until the final submission date. After the final submission date, late work can no longer be submitted to the teacher and the student will receive a mark of zero for the assignment. If a student is unable to meet the due date of an assignment they must speak to the teacher to make alternative arrangements **before** the final submission date of the assignment.