

Level of Instruction: Senior High**Curriculum Overview**

This course is a 60-hour/1-credit (typically one semester) course. Students are expected to develop an understanding of the basic communications principles and of the communication s model of message sender, channel, receiver. They will develop technical skill and apply technological problem solving strategies to communications projects in audio, graphics, animation, basic electronics and computer networks. The course consists of seven (7) units, including 17 learner outcomes, and activities are designed for each outcome.

Unit Break Down

Unit	Topics	% of course
1	Introduction	6%
2	Electronics	18%
3	Networks	15%
4	Audio	15%
5	Basic Graphics	15%
6	Animation	15%
7	Marine Communication	15%

Assessment:

Assessment in this course is governed by the *Assessment and Evaluation Policy* of the Eastern School District. This policy is located at http://www.esdnl.ca/about/policies/esd/I_IL.pdf. The regulations are located at http://www.esdnl.ca/about/policies/esd/regulations/I_IL_1L.pdf.

Assessment and Evaluation Plan for Communication Technology 2104:

All evidence of learning shall be considered when determining a student's final grade. Averaging shall not be used as a sole indicator of a student's level of attainment of the

course outcomes. Evidence of student achievement can be measured by a range of tasks, from such sources as:

- observations
- check lists or rating scales
- interviews
- self evaluation or peer evaluation in the group
- projects
- presentations
- work samples
- portfolios
- journals
- written tests
- research
- student developed reports
- student presentations
- peer evaluation

To be consistent with other Technology Education courses, the following weightings are suggested for various elements of the outcome array.

Category	Weighting
Knowledge of content/concepts	20%
Problem solving skills	25%
Research Skills	20%
Production (Product)	25%
Teamwork and Collaboration	10%

Other:

The basic logistic requirements for teaching this course include:

- Desks or tables with adequate space to place manuals or interface equipment (3-4 linear feet/workstation)
- Computers on the basis of 1 / student pair at a minimum, or ideally 1 per student.
- Full access to Stem-Net via the
- The computers should have 16mB RAM, 500 mB hard drives, with fast clock as required for the graphics-based activities.
- Ideally, two of these units should have 17" monitors or larger and used for graphics and animation units.
- Other desirable peripherals include a plotter, a scanner and a colour inkjet printer.

Resource Links:

Comprehensive curriculum guide and instructional materials available on the Department of Education's website: <http://www.ed.gov.nl.ca/edu/sp/techedu.htm>