

# Canterbury High School

## Ottawa-Carleton District School Board

### Visual Arts

#### Semester II – 2010/11 Course Outline

<b>Course Title: Grade 10 Media Arts</b>	<b>Grade Level: 10</b>
<b>Course Code: ASM20</b>	<b>Credit Value: 1.0</b>
<b>Prerequisite: none</b>	

#### Course Overview (110 hours)

This course enables students to create media art works by exploring new media, emerging technologies such as digital animation, and a variety of traditional art forms such as film, photography, video, and visual arts. Students will acquire communications skills that are transferable beyond the media arts classroom and develop an understanding of responsible practices related to the creative process. Students will develop the skills necessary to create and interpret media art works.

#### Strands: Course Expectations

- Identify and describe the use of elements and principles of media arts in selected works and productions.
- Identify and describe elements and principles borrowed from traditional art disciplines as found in media art.
- Recognize and use vocabulary specific to media arts.
- Use a variety of processes to demonstrate a specific element or principle of media art (e.g. light, color, sound )
- Transform an existing artwork by modifying an element or principle ( e.g. point of view, movement) through a media art technique.

#### Units of Study

This course is divided into three sections: Digital photography, film and Interactive multimedia work.

##### Unit 1: Digital Imaging

This unit explores the intention, function and meaning of still images. Students will examine personal, commercial and art photographs to analyse how ideas are constructed and communicated through images. Concepts of photographic and digital artifacts will be explored. The practical component will culminate in the creation of an art photograph and/or illustration that is an expressive self-portrait.

##### Unit 2: Text, Image and Sound

Visual expression is expanded into the exploration of communication and narrative in this unit. Students will draw upon their knowledge of digital imagery from the previous unit, then augment these with typographic and/or auditory elements to create a narrative media art work. These can be presented in the form of a graphic novel, digital slide-show, web-based presentation or new variation.

##### Unit 3: The Moving Image: Film & Animation

Students will use some aspects of all of the elements of media art. Short dramatic, documentary, experimental and animated short are some of the examples that may be screened and analysed.

##### Unit 4: Summative

Transforming artworks from previous units into a new creative form using some aspect of digital or emergent technology. These will be presented to the class and analysed as a cumulative expression of media art and communication. Summative for the Fall 2010 semester will begin during the week of 3 January upon return from Winter Holidays.

## **Teaching Strategies**

- Teacher demonstration
- Research and Reflective papers
- Brainstorming
- Storyboarding
- Integrated project work
- Skill development and review
- Exemplars

## **Assessment and Evaluation Strategies**

- Observational assessment (formal and informal)
- Information file
- Process work (mock-ups, thumbnails, storyboards)
- Self- and Peer- evaluation
- Submitted work for publication (online and print)
- Artistic statement and reflection
- Tests and quizzes (theoretical and practical)

## **Evaluation Summary**

- The 70% mark should include evaluations of the four categories ( knowledge/understanding, Thinking/Inquiry, Communication and Application).
- Weighting of categories may vary from subject to subject, reflecting the difference in the program and expectations for that subject.
- 30% of the final grade in all courses will be based on a final evaluation that will be administered at or towards the end of the course.
- This summative evaluation will take the form of a major assignment that draws on the four learning categories, with particular emphasis on Application/Connections and Communication. Further focus should be placed on the process and integration of traditional/new media techniques/practices with a weighing of 20%.
- The summative evaluation process will allow the student to fully demonstrate the key course expectations across the four Achievement Chart categories.