

Business Computer Applications 10

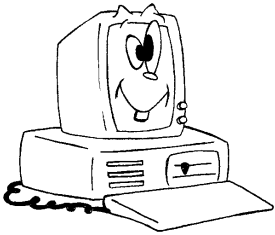
and

Information Technology 10

MOSCROP SECONDARY SCHOOL 2011-2012

TEACHER: MS SILTALA-MORT

Objective: This is a project based course that will allow students to explore a variety of software. The main focus for the course is graphics and animations using Adobe applications (Flash, Photoshop, etc.) and Gamemaker. The main objective is to learn the software so that it can be applied to business concepts/programming in later coursework and classes.



Topics:

1. Digital editing and graphic manipulation
2. Animating and scripting
3. Communication and presentation skills
4. Enhancing Keyboarding Skills

* relative time spent on the topics and applications will depend on student interest, access to technology and time constraints.

Evaluation: Term 1 - 30%, Term 2 - 30%, Term 3 - 40%

Term Projects	5% (Students' Choice accompanied with Journal)
Assignments	65%
Data Entry (Typing ☺)	10%
Tests and quizzes	20%

Supplies: memory stick would be useful, 1 gig or more

Please do all work in the lab (no homework ☺!). No food or drink allowed in the computer lab.