

Year 12 Information & Communication Technology Course Outline

Computers are an integral part of today's work, study and leisure, and students must know how to use them effectively, efficiently and ethically. Most social environments involve the use of information and communications technology in some form for entertainment, educational and recreational purposes. Even if not directly using computers, all individuals in society are affected in some way by their use within the organisations with which they interact. People need to understand the reasons for using computers and their potential for misuse, and be able to recognise when it is appropriate to use a computer-based application.

The study area specification in *Information & Communications Technology* is concerned with using information and communications technologies (ICTs) to provide practical solutions to real life or simulated real-life problems. Its student-centred approach promotes confident, competent and self-motivated users and consumers of ICTs. This is important if students are to be successful in the next phase of their life, whether it is to pursue a career with ICTs, undertake further study, or gain employment. Students should also be able to keep pace with new technologies and be responsible users of ICTs, aware of the social, environmental and legal impacts of their actions.

To realise this, the subject provides the flexibility needed to accommodate new and emerging technologies, and the wide range of interests and abilities of the students who study it. By using a task-oriented approach instead of a tool-oriented approach, emphasis is placed on using ICTs to solve problems or complete tasks.

Topics include:

- Animation
- Video making
- Multimedia authoring.

Assessment:

Assessment is summative in Year 12. There are two criteria:

- Product
- Process.

Instrument No	Assessment Description	Formative		Summative	
		Pdt	Prc	Pdt	Prc
Semester Three					
5	Project – 3 weeks 5.4 Animation – animation shop, flash				
6	Project – 4 weeks 5.6 Digital Video – moviemaker				
Semester Four					
7	Project – 5 weeks 5.7 Multimedia Authoring – director, ezediaMx 5.11 – Digital Still Imaging				
8	Project – 5 weeks 5.7 Multimedia Authoring – digital audio, digital video, digital still imaging, animation				