

kei te pehea koe?

10DIT
2017

DIGITAL INFORMATION TECHNOLOGY



OBJECTIVES



Problem solving - unpack problems to effectively generate solutions



Apply critical thinking - learn the processes to develop solutions, research, analyse and evaluate.



Use Creativity - explore the uses on Design Principles/ Elements for use in own creative Digital Media outcome.



Communicate - interact with other students to obtain stakeholder feedback.



Teamwork - work together as a team to collaborate on group design tasks.



Manage Information - create different Digital Media Types to integrate into Digital Media outcomes.



Be a Digital Citizen - learn legal, moral, ethical Digital Information Technology issues.

TECHNOLOGIES



InDesign
InDesign is a professional layout program used to create Brochures, Magazines, EBooks and much more.



Photoshop
Photoshop will be used alot to format and manipulate files needed for your digital media outcomes.



Code Studio
Each week complete a number of fun online courses to improve your knowledge of computer science.



SCRATCH
Use scratch to create your own programs. A great introduction to computer science concepts.



Moqups
A professional drag and drop tool built for designing website wire-frames (layouts).



HTML5
Use Notepad++ and neocities to write your own code to produce basic web pages.



Microsoft Access
Use Access to create a flat-file Database with queries.

ASSESSMENTS

1

Careers in ICT project.
Students explore a range of careers in ICT.

2

World of Wearable Arts project.
Use the Adobe Suite to create a range of advertising options to promote the event.

3

US18738 v5
Create and use simple command sequences in a computer language.

4

Algorithms and Programming
Solve a number of problems to present in a flowchart (draw.io) and program (scratch).

5

Scratch project.
Create an Interactive Scratch program based on a Sport, Hobby, Interest, Story or Educational subject.

6

US25659 v2
Create a web page using a mark-up language with a text editor.

7

Designer Profile Web project.
Create an online portfolio about yourself, digital media and programming skills.

8

US2786 v7
Create and use a computer database to solve a problem

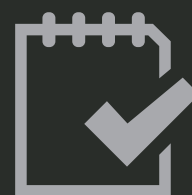
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HOMEWORK

Homework usually takes the form of documentation for projects. It is imperative it is completed as failure to do so substantially affects the students final mark on assessments. Students are encouraged to download free open source software to use at home; Scratch for Programming and neocities.org or Notepad++ for HTML Website Coding.



PRE-REQUISITES

The course is open entry to new students. Due to the demand for this course, students from Year 9 DIT must have an Achieved or above in at least 75% of their Year 9 DIT assessments, to ensure space for students who did not have a chance to complete Year 9 DIT.



FUTURE COURSES/CAREERS

Success on this course would allow entry to the DDIT101 or DITCS101 courses. If you didn't already know, there are so many job vacancies out there in the big wide world for people with Digital Technologies qualifications. There just aren't enough of you! The top 5 skills employers are looking for are; Problem Solving, Team-working, Communication, Critical Thinking and Creativity. So if you enjoy the subject and take it all the way to Uni, you could find yourself fighting off job offers when you graduate.



AUTHENTICITY

All assessment and project work must be the students own work. Any plagiarism or breach of copyright will likely result in a Not Achieved grade for that assessment and there will be no opportunity to be re-assessed. For assessments requiring more than one period, most of the assessment development and documentation must be created in the classroom environment under supervision. If a student is absent for an assessment, they require a note from home explaining the absence, if they wish to be considered for reassessment, else a Not Achieved grade will be awarded. All assessments must be handed in on the due date. Resubmits are only available to students whose work is at a level close to achieving. Multiple resubmits will not be permitted. Due to the project nature of the course, most assessments do not have resit opportunity.



COURSE COSTS

One 40 page clear-file, 1E4 - 7mm Quad Book 28 pages, pen, pencil, eraser, ruler and a set of headphones (ear plugs). Students are expected to file all work in a well-organised clear-file folder. Also credit on their Papercut account for printing assessments.

