



Course Outline

NCEA  Level 3

Digital Technology
Digital Media

2009

Course Outline



Level 3: Digital Technology 2009

Course Outline and Assessment Information

This course aims to provide students with the opportunity to develop skills and knowledge in the following areas:

Software:

- Learn how to use the range of tools and enhancements within the SWIFT 3D animation software
- Use Macromedia Flash as an interface for animation sequences
- Apply a particular animation style to a 3 minute animated cartoon
- Use audio/music manipulation software to create sound effects and music files

Researching Animation Techniques:

- Research animation styles and techniques
- Research and apply the technology process and the components of practice

Generating and Developing Ideas:

- Work closely with a client and stakeholder/s to write a script, storyboard frames and scenes, design and create characters and produce an outcome (3-5 minute animation).
- Work closely with other technologists and experts in the field of digital media and animation

This **Level 3 Computer Technology (ICT)** course contributes **twenty-two (22) credits** toward the **Level 3** National Certificate in Educational Achievement (NCEA). **Six (6)** of these credits are from NZQA Generic **Computing** Unit Standards level 3.

The course is divided into two major units of work:

Unit One:

- Managing files on the network with a particular focus on file size, file extensions and the protocols in line with multimedia and animation principles and practices
 - Create, edit and manipulate graphics in a 2D and 3D interface
 - Apply action scripting to a flash animation to create interactivity for the user
 - Apply multimedia elements to an interactive flash animation (3 minute animated story)

Unit Two:

- Research animation styles and techniques and apply the research to produce an outcome
- The technological design process including stakeholder consultation, creating a plan of action, researching key factors, writing a brief, designing the best solution and evaluation the solution
- Work closely with a client and stakeholder/s to write a script, storyboard frames and scenes, design and create characters and produce an outcome (3-5 minute animation).
- Work closely with other technologists and experts in the field of digital media and animation

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Assessment Information

The course is comprised of nine (9) internal standards and one (1) external standard. The credits contribute toward the NCEA and the assessment methOFs are as follows:

AS/US Registration No.	Standard Title & Code	Level	Credits	Assessment MethOF	Domain
90620 v2	<i>Develop a one-off solution to address a client issue (3.2)</i>	3	8	Internal: portfolio	Technology: General Education
90685 v2	<i>Demonstrate advanced skills in ICT (3.7)</i>	3	4	Internal: portfolio	Technology: General Education
5947 v5	<i>Use computer technology to solve a specified problem</i>	3	3	Internal: portfolio	Generic Computing
5963 v5	<i>Design and assemble a multimedia computer application without scripting</i>	3	3	Internal: portfolio	Generic Computing
90684 v2	Explain knowledge that underpins an information and communication technology (3.6) <i>Students will work closely with experts and technologists in the field of multimedia and animation</i>	3	4	External; whole year's work plus case studies	Technology: General Education
Total Credits Available (Level 3)			22		

The **Internal Standards** will be assessed as follows:

90620 (3.2) In-class assignment over the second half year

90685 (3.7) In-class assignment over the second half year

90684 (3.6) Report based on year's portfolio work plus portfolio and case study material

Unit Standards 5947 and 5963 In class assignment over the first half year

Grades - The following grades can be attained by **Achievement Standards** assessment:

Not achieved	N	Did not meet the standard (or did not attempt it)
Achieved	A	The standard was met
Achieved with Merit	M	The standard was met demonstrating very good work
Achieved with Excellence	E	The standard was met demonstrating excellent work

In **Unit Standards** you receive only N or A.

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PRIZE / SCHOLAR INFORMATION

Scholars

The assessments listed below and over will be used for the First and Second Half Year Scholar calculations. In order to calculate our scholars internally unit standards used may be given a weighting to calculate grade averages. This is like saying that for some unit standards the level of difficulty equates to an achieved, merit or excellence (compared to achievement standards). Note this is only for our school scholar data – it is **NOT FOR NZQA**.

A maximum of one result per standard (internal & external) derived from actual internal results and external results from topic tests (for first half year) and from the school examinations or a final test if the topic occurs after the school examinations (for second half year) will be used for the Scholars.

No more than 10 Scholars will be awarded at any given time. Although grade averages are used as the basis of awarding scholars, where a tie exists it is at the discretion of the Deans in discussion with Mrs Bond to apply other discriminatory criteria in the following order (each criterion that is used will be applied across each of a student's subjects):

- First attempt at standard verses resit
- Additional results per standard
- Results for additional standards (other than listed below and over)
- Work ethic / attitude / application
- Individual pieces of work across subjects could to be reviewed for distinguishing evidence of higher academic application
- If no distinction can be made less than 10 Scholar awards will be presented

It is at the school's discretion to award scholars and no debate will be entered into.

First Half Year Scholar Standards

AS/US Registration No.	Standard Title & Code	Topic	Credits	US Comparison Weighting for School data only	Assessment Type
5947 v5	<i>Use computer technology to solve a specified problem</i>	Use Macromedia Flash as an interface to design and create a 3 minute animated story	3	E	Generic Computing
5963 v5	<i>Design and assemble a multimedia computer application without scripting</i>		3	E	Generic Computing

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Second Half Year Scholar and First in Subject Prize Standards

AS/US Registration No.	Standard Title & Code	Topic	Credits	US Comparison Weighting for School data only	Assessment Type
5947 v5	<i>Use computer technology to solve a specified problem</i>	Use Adobe Flash as an interface to design and create a 3 minute animated story	3	E	Generic Computing
5963 v5	<i>Design and assemble a multimedia computer application without scripting</i>		3	E	Generic Computing
90620 v2	<i>Develop a one-off solution to address a client issue (3.2)</i>	Work closely with a client and stakeholder/s to write a script, storyboard frames and scenes, design and create characters and produce an outcome (3-5 minute e-learning book).	8	Internal: portfolio	Technology: General Education
90685 v2	<i>Demonstrate advanced skills in ICT (3.7)</i>		4	Internal: portfolio	Technology: General Education

First in Subject Prizes

A maximum of one result per standard (internal & external) derived from actual internal results and external results from the school examinations or a final test if the topic occurs after the school examinations, will be used for the First in Subject calculation.

For First in Subject, grade averages across the subject are calculated for the above standards. If a tie exists it is at the discretion of the HOF in discussion with Mrs Bond to apply other discriminatory criteria in the following order:

- First attempt at standard versus resit
- Additional results per standard
- Results for additional standards (other than listed above)
- Work ethic / attitude / application
- Individual pieces of work to be reviewed for distinguishing evidence of higher academic application
- One First in Subject should be awarded – if shared an absolute maximum of two
- If no distinction can be made no award will be given

It is at the school's discretion to award First in Subject prize and no debate will be entered into.

Assessment Policies and Procedures – Student copy

The CIM Department will operate the following school policies and procedures in 2007:

Course Outline

Each student will be issued with a Course Outline at the start of the year detailing:

- a general course overview
- the standards in the course, their credit value and assessment method
- an assessment statement detailing the types of assessment
- the school assessment policies and procedures
- a personal record sheet to record marks on
- a topic and assessment year planner

Evidence of Achievement

Where practicable and manageable, further opportunities to provide evidence of achievement in a standard will be offered. Methods of providing further evidence may include:

a future formal assessment event	making corrections	resubmitting work
feedback prior to the final version	portfolio submission	parallel tasks
accumulated evidence	observations	conferencing

When further formal assessment event opportunities exist, all students who **did not** achieve the standard the first time will be required to re-attempt it after evidence of further learning has occurred. For students who **did** achieve the first time it is up to the student (and their family) as to whether to aim for merit or excellence the second time, (they are **not required** to have a second attempt).

There will be **NO further assessment opportunities** for the Achievement Standard assessments in this subject.

There will be **ONE further assessment opportunity** for the Unit Standards 5947 and 5963.

Further evidence opportunities in this course will be available as follows:

5947	<i>Evidence from a parallel task/observations and resubmission of work</i>
5963	<i>Evidence from a parallel task/observations and resubmission of work</i>

Authenticity

Assessment work completed must be the student's own work. Students and caregivers will be expected to sign authenticity declarations for work not done under the teacher's direct supervision and, where appropriate submit working drafts. Where evidence indicates work presented is not a student's own work no grade will be awarded.

Appeals

An appeal of a grade may be made but must occur within 2 school days of the return of assessed work. Where a grade is appealed, the appeal pathway is firstly the class teacher, then the HOF and lastly the Qualifications Manager is still unresolved.

Late Work

DUE DATE means just that! Late work will not be accepted for marking unless exceptional circumstances exist and an extension has been granted by the HOF **before** the due date.

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Alternative Assessment Opportunity

Students who are absent from an Internal Assessment due to:

Illness - A medical certificate will be required to apply for an extension or alternative assessment date.

School Representation / School Event - It is the student's responsibility to inform the dean and class teacher in advance of the absence. It is generally expected that work be handed in before the event. If this is impractical an application for an extension or an alternative assessment date must be sought through the HOF.

Other Reasons – all other applications for an extension or alternative assessment opportunity will go through the HOF and be passed onto the Qualifications Manager when deemed appropriate to do so by the HOF.

Verifying Grades

Students are required to verify the sighting and acceptance of the grade awarded by signing the result slip / assessment sheet attached to each piece of internally assessed work. Students will also be required to verify the final grades they are awarded before they are submitted to NZQA.

Compassionate Considerations

To apply for compassionate consideration for **external achievement standards** NZQA's guidelines must be followed. See the Student Qualifications Handbook for details.

Special Assessment Conditions

To apply for special assessment conditions assistance, students require medical verification of their condition. NZQA's guidelines must be followed. See the Student Qualifications Handbook for details.

Retention of Student work

All student internal assessment material will be retained by the department until it is no longer required for moderation purposes.

Student Obligations

- 1 Ensure you understand the assessment programme and policy
- 2 Ensure you understand the requirements of each assessment being completed
- 3 Discuss problems/concerns with the Teacher/HOF
- 4 Check thoroughly the accuracy of the assessment grade when work is returned



Level 3 Digital Technology – Digital Media Student Record Sheet

NAME:	CLASS
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Internal Standards:

Achievement & Unit Standard	Credits	Assessment (final results)	
Level 3		First Assessment Event	Second Formal Assessment Event
5947 v5 <i>Use computer technology to solve a specified problem</i>	3		
5963 v5 <i>Design and assemble a multimedia computer application without scripting</i>	3		
90620 v2 <i>Develop a one-off solution to address a client issue (3.2)</i>	8		
90685 v2 <i>Demonstrate advanced skills in ICT (3.7)</i>	4		

External Standards

Standard	Credits
90684 v2 Explain knowledge that underpins an information and communication technology (3.6)	4

Digital Technology Dept

LEVEL 3 DIGITAL TECHNOLOGY (Digital Media) – TOPIC AND ASSESSMENT PLANNER 2009

Revision – network, Revision – flash animation, introduction to Action Scripting, 2D animation, technology process and terms

WEEK	Weeks 1 – 4	Weeks 5-7	Weeks 8-10	
TERM ONE	Flash Animation and SWIFT 3D		Week 6 Taranaki Anniversary	
	Week 7 Easter Friday	Week 8 Easter Mon & Tues		
	<p>Week 1: Introduction To Adobe CS4</p> <p>Theory: Technology terms:</p>	<p>Week 2-4 Revision on Flash interface and basic timeline, motion tweening, graphic symbols, movie clips, layers, scenes, sound</p> <p>Introduction to SWIFT 3D software.</p> <ul style="list-style-type: none"> • Basic 3D tasks • Interface - tools • Hierarchy (parent and child) • Naming parts • Lamp • Fly through • Animation – • Shadows • Rendering and exporting • Inserting into Flash <p><i>Set up e-portfolios</i></p>	<p>Week 6 Taranaki Anniversary</p> <p>Action Scripting – Macromedia flash mx2004</p> <p>Working through booklet</p> <p>Research animation styles:</p> <ul style="list-style-type: none"> • Watch the beginning of Juno (movie) to see style • Watch Charlie Brown – to view 2D styles • Critique advertisements on television. • Keep a visual diary to keep record of different animation techniques viewed and all critique work of the techniques 	<p>Week 8 Easter Mon & Tues</p> <p>Create a simple 2D animation incorporating sound and movement.</p> <p>Assessment: Unit Standard 5963 v5 <i>Design and assemble a multimedia computer application without scripting</i></p> <p>Assessment: 5947 v5 <i>Use computer technology to solve a specified problem</i></p> <p>End of Week 10: <i>Animation and folio work to be completed. All assessment material to handed in for marking</i></p> <p><i>Should include screen shots of development –</i></p> <p><i>Could include screen shots from e-portfolio</i></p> <p>Holiday Homework. <i>Continue working through Action Scripting tutorials and tasks if not already finished.</i> <i>Book student laptop out.</i></p>

2D or 3D E-Learning - Assessment:

WEEK	1 5/5-	2 12/5-	3 19/5-	4 26/5-	5 2/6-	6 9/6-	7 16/6-	8 23/6-	9 30/6	10
TERM TWO	▲				Queen's Birthday					
	Continue with Action Scripting in Flash Buttons Start, stop, Behaviours, movie clips, importing SWIFT		<i>Start Major Project.</i> 90620 v2 <i>Develop a one-off solution to address a client issue (3.2)</i> 90685 v2 <i>Demonstrate advanced skills in ICT (3.7)</i> 90684 v2 Explain knowledge that underpins an information and communication technology (3.6)						Homework: Working on achievement standards 90620, 90685 Book student laptop for holidays	
	Weeks 1-2 Reassessment opportunity for unit <i>Unit Standard 5963 v5 & 5947 v5</i>			Scholarship candidates to attend workshop on expectations and milestones. Scholarship material to be started in term two.						

2D or 3D animation - Assessments:

Achievement standards 90684 v2, 90685 v2, 90620 v2

WEEK	Weeks 1 -5	6	7	8	Weeks 9-10
TERM THREE	Students working on Assessment AS 90620 (3.2) and 90683 (3.7) plus case studies and evidence for AS 90684 - External	Assessment Free Week	School EXAMS External Practice	Assessment Free Week	(Data Only Report Issued & Interviews) Internal Assessment Concludes for most:
	<ul style="list-style-type: none"> Technologists and case studies. Scholarship work to be continued in conjunction with internal assessment material. Milestones set and met. 	Students working on Assessment standards 90685 & 90620			Students hand in all Assessment material to support Achievement Standards 90685, 90620 for marking

Assessments: AS 90620 & AS 90685

AS 90684 External: Explain knowledge that underpins an information and communication technology (3.6)

WEEK	1	2	3	4	5	6	7	8	9
TERM FOUR			Labour Day						
	Internal Assessment Concludes for fully Internal Courses	Finishing case studies and folio material for AS 90684 Explain knowledge that underpins an information and communication technology (3.6)				NCEA & Scholarship EXAMS BEGIN	NCEA & Scholarship EXAMS CONT.	NCEA & Scholarship EXAMS CONCLUDE	
	AS 90684: Explain knowledge that underpins an information and communication technology (3.6)								