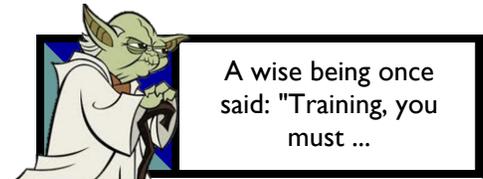
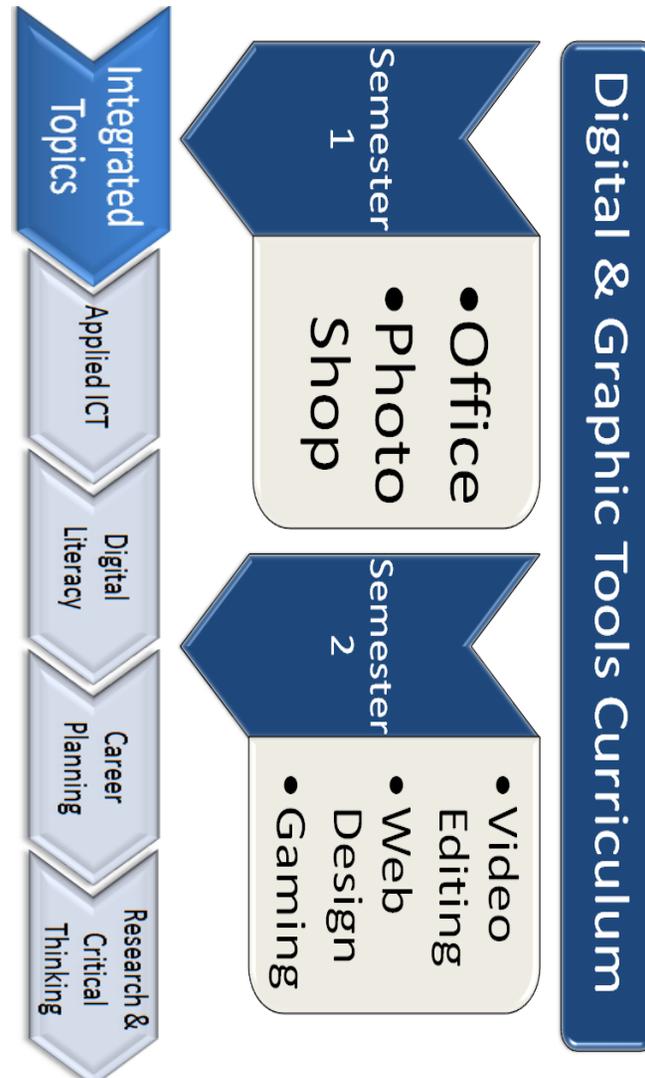


Students will be taught to:

- Work creatively on individual and collaborative projects in a range of digital systems;
- Manage their online identity, participate in online communities, develop and critically evaluate digital media, and take account of ethical, legal, social, and environmental consequences of information systems.
- Develop and apply their analytic, problem-solving, design, and computational thinking skills.
- Understand the hardware and software components that make up networked computer systems, and how they interact.
- Explain how networks such as the Internet work;
- Critically evaluate digital content, including its context, provenance and trustworthiness;
- Reflect on the personal, social, economic, and ethical impacts of technology and technological change, and the implications for rights, responsibilities and freedoms.

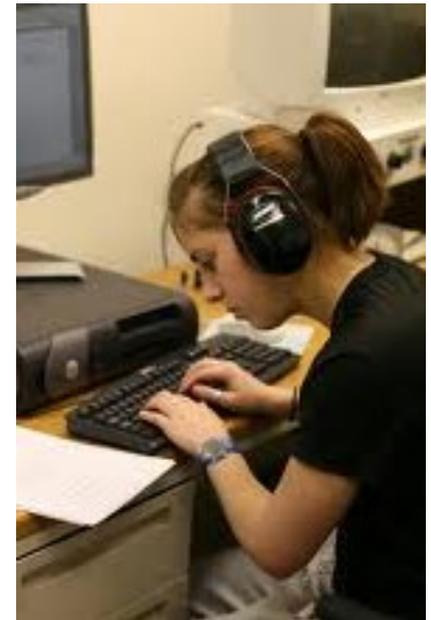


Digital and Graphic Tools Curriculum



A wise being once said: "Training, you must ..."

Digital and Graphic Tools



Grades 9—12
Course #15100

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Learn the Skills that You Need for the Careers of the Future!



This is a course that has real relevance in our modern world. While learners will no doubt already have some knowledge of computers and related areas, the course will give them an in-depth understanding of how computer technology works and a look at what goes on "behind the scenes".

Through studying Digital and Graphic Tools, students become more independent and discerning users of ICT who can make informed decisions about its use. They have opportunities to acquire and apply creative and technical skills, knowledge and understanding of ICT in a range of contexts. They also develop their understanding of new technologies and their impact on society. They take a practical approach, developing and evaluating ICT-based solutions of their own to solve problems. At the same time, they focus on ensuring that their practice is safe, secure and responsible.

Description

A high-quality technology education equips students to understand and change the world through computational thinking, and provides a sense of empowerment and excitement in developing and using digital technology.

Digital & Graphic Tools includes these inter-related elements:

Digital Literacy—the ability to access, use, and express oneself using digital technology, including a critical understanding of technology's impact on the individual and society.

Information Technology—the purposeful creation and application of digital systems to develop products and solutions.

Computer Science—the discipline that explains how digital systems work, how they are designed and programmed, and the fundamental principles of information and computation.



Information & Communication Technology

Information and Communication Technology (ICT) is important educationally. It both develops and requires logical thinking and precision. It encourages innovation, collaboration, and resourcefulness: students apply underlying principles to understand real-world systems, and to create purposeful and usable artifacts.

This combination of **principles, practice, and invention** makes Digital & Graphic Tools both rigorous and creative. More broadly, it is a lens through which to understand both natural and artificial systems.

ICT has great economic and societal value. It provides students with the knowledge and skills to contribute to the digital economy, and play an active role in a world where new technologies are invented daily. Technology has the potential to make the world a better place, and understanding ICT is the key to realizing that opportunity



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