

COMMUNICATION TECHNOLOGY

SECTION H: LINKAGES/TRANSITIONS

This section of the Guide has been designed to provide an overview of linkages and transitions of CTS modules with a number of organizations. The charts and information presented in this section will assist CTS students and teachers in understanding the potential application of CTS modules as students move into the workplace.

TABLE OF CONTENTS

LINKAGES

| | |
|------------------------------------|-----|
| With Other CTS Strands..... | H.3 |
| With Other Secondary Programs..... | H.3 |

TRANSITIONS

| | |
|---|-----|
| To the Community/Workplace..... | H.3 |
| To Related Post-secondary Programs..... | H.4 |

CREDENTIALLING..... H.4

Charts:

| | |
|--|------|
| Communication Technology: Connections with Other CTS Strands..... | H.5 |
| Communication Technology: Connections Across the Curriculum..... | H.6 |
| Correlation of Communication Technologies to Practical Arts: | |
| Graphic Arts 22–32..... | H.7 |
| Correlation of Communication Technologies to Practical Arts: | |
| Visual Communications 10–20–30, 12–22–32..... | H.8 |
| Communication Technology: Related Occupations..... | H.9 |
| Communication Technology: Summary of Related Post-Secondary Programs..... | H.10 |

LINKAGES/TRANSITIONS

LINKAGES

With Other CTS Strands

Communication Technology has strong links with Design Studies. In particular, five Design Studies modules—2-D Design Fundamentals, 2-D Design Applications and 2-D Design Studio 1–3—deal with design skills that support certain Communication Technology modules. It is strongly recommended that students obtain practice in a variety of design activities by taking 2-D Design Fundamentals. A 5-credit course, for a student interested in printing, might comprise the following:

- 2-D Design Fundamentals
- 2-D Design Applications
- Printing 1
- Printing Techniques 1
- Printing Applications 1.

A student interested in animation might consider taking some Design Studies modules also.

Although the techniques of presenting and communicating are delivered through Communication Technology, the specific knowledge and skills relating to software application may be acquired in Information Processing. For example, the knowledge and skills acquired in Information Processing modules dealing with multimedia, desktop publishing and integrated graphics tools may benefit student in Communication Technology. Conversely, an introductory printing module from Communication Technology may benefit students who are interested in desktop publishing. Teachers wishing to combine these or any other competencies should review the appropriate modules within both strands.

Communication Technology also has the potential to link with Tourism Studies and Enterprise and Innovation, as well as with the Fine Arts (Drama, Art, Music), and Language Arts and Social Studies. However, skills learned in Communication

Technology may also be applied to other strands; e.g., Foods, Mechanics, Construction Technologies, where a process or an activity needs to be recorded for review or presentation.

Note that project modules from the Career Transitions strand may be combined with modules from Communication Technology to provide increased opportunity for students to develop expertise and refine their competencies.

Potential linkages of Communication Technology with other CTS strands, determined by course emphasis and area of specialization, are identified in this section (see “Communication Technology: Connections with Other CTS Strands”).

With Other Secondary Programs

Potential linkages with core and complementary subject areas across the curriculum are identified in this section (see “Communication Technology: Connections Across the Curriculum”).

TRANSITIONS

To the Community/Workplace

The themes and modules offered in Communication Technology are consistent with courses in communication being offered by most post-secondary institutions in the province. There is no formal agreement to waive prerequisites for students enrolling in such programs, but, nonetheless, students are encouraged to compile and present a portfolio whenever they are applying to a post-secondary institution.

Information from the National Occupational Classification (NOC) regarding occupations in design-related areas that can be accessed upon completion of high school is provided in this section (see “Communication Technology: Related Occupations”).

To Related Post-secondary Programs

An outline of post-secondary institutions in Alberta currently offering programs in design studies-related areas is provided in this section (see “Communication Technology: Summary of Related Post-secondary Programs”).

CREDENTIALLING

There are no credentialling opportunities for Communication Technology modules.

LINKAGES – Communication Technology: Connections with Other CTS Strands

| Communication Technology Courses | Other CTS Strands | | | | | | | | | | | | | | | | | | | | |
|---|-------------------|--------------------|------------------|---------------------------|---------------------|----------------|------------------|---------------------------|----------------------|---------------------|-----------------|----------------------|-------|----------|------------------------|---------------|-----------|--------------------------|-----------|-----------------|----------|
| | Agriculture | Career Transitions | Community Health | Construction Technologies | Cosmetology Studies | Design Studies | Energy and Mines | Enterprise and Innovation | Electro-Technologies | Fabrication Studies | Fashion Studies | Financial Management | Foods | Forestry | Information Processing | Legal Studies | Logistics | Management and Marketing | Mechanics | Tourism Studies | Wildlife |
| Theme: Presentation | | | | | | | | | | | | | | | | | | | | | |
| COM1020: Media & You | | | | | | | | | | | | | | | | | | | | | |
| COM2010: Presentation & Communication 2 | | ■ | | | | ■ | | ■ | | | | | | | ■ | | | | ■ | | |
| COM2020: Media Design & Analysis 1 | | | | | | | | | | | | | | | | | | | | | |
| COM2030: Script Writing 1 | | | | | | | | | | | | | | | | | | | | | |
| COM3010: Presentation & Communication 3 | | ■ | | | | ■ | | ■ | | | | | | | ■ | | | | ■ | | |
| COM3020: Media Design & Analysis 2 | | | | | | | | | | | | | | | | | | | | | |
| COM3030: Script Writing 2 | | | | | | | | | | | | | | | | | | | | | |
| Theme: Photography | | | | | | | | | | | | | | | | | | | | | |
| COM1030: Photography 1 | | | | | | ■ | | | | | | | | | | | | | ■ | | |
| COM2040: Photography 2 | | | | | | | | | | | | | | | ■ | | | | ■ | | |
| COM2050: Photographic Communication | | | | | | ■ | | | | | | | | | | | | | ■ | | |
| COM2060: Photographic Techniques 1 | | | | | | | | | | | | | | | ■ | | | | ■ | | |
| COM2130: Special Effects Photography | | | | | | | | | | | | | | | ■ | | | | ■ | | |
| COM3040: Photography 3 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM3050: Photojournalism | | | | | | | | | | | | | | | ■ | | | | ■ | | |
| COM3060: Photographic Techniques 2 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM3070: Colour Photography | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| Theme: Print | | | | | | | | | | | | | | | | | | | | | |
| COM1050: Printing 1 | | | | | | ■ | | | | | | | | | | | | | ■ | | |
| COM2070: Printing Techniques 1 | | | | | | | | | | | | | | | | | | | | | |
| COM2080: Printing Applications 1 | | | | | | | | | | | | | | | ■ | | | | ■ | | |
| COM3080: Printing Techniques 2 | | | | | | | | | | | | | | | | | | | | | |
| COM3090: Printing Applications 2 | | | | | | | | | | | | | | | ■ | | | | ■ | | |
| Theme: Audio/Video | | | | | | | | | | | | | | | | | | | | | |
| COM1060: Audio/Video Production 1 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM1070: Animation 1 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM1080: Digital Design 1 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM2090: Audio/Video 1 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM2100: Audio/Video 2 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM2110: Animation 2 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM2120: Digital Design 2 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM3100: Audio 3 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM3110: Video 3 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM3120: Animation 3 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |
| COM3130: Digital Design 3 | | | | | | ■ | | | | | | | | | ■ | | | | ■ | | |

Provides many direct links with competencies in this strand. Students will reinforce, extend and apply a substantial number of knowledge and/or skill components in practical situations.



Provides some links with competencies developed in this strand, usually through the application of related technologies and/or processes.



LINKAGES – Communication Technology: Connections with Other CTS Strands

| Communication Technology Courses | Junior High | | | | | | Senior High | | | | | | | | | | | | |
|---|---------------|----------------|-------------|---------|--------------|--------------------|-------------|---------|----------------|-------------|-------------------|---------|-----------|---------|------|--------------------|-----------|-----------------|-----------------|
| | Language Arts | Social Studies | Mathematics | Science | Health & PLS | Physical Education | Fine Arts | English | Social Studies | Mathematics | Science (General) | Biology | Chemistry | Physics | CALM | Physical Education | Fine Arts | Social Sciences | Second Language |
| Theme: Presentation | | | | | | | | | | | | | | | | | | | |
| COM1020: Media & You | | | | | | | ■ | | | | | | | | | | | | ■ |
| COM2010: Presentation & Communication 2 | | | | | | | ■ | ■ | | | | | | | | | | | |
| COM2020: Media Design & Analysis 1 | | | | | | | ■ | ■ | | | | | | | | | | | |
| COM2030: Script Writing 1 | | | | | | | ■ | ■ | | | | | | | | | | | |
| COM3010: Presentation & Communication 3 | | | | | | | ■ | ■ | | | | | | | | | | | |
| COM3020: Media Design & Analysis 2 | | | | | | | ■ | ■ | | | | | | | | | | | |
| COM3030: Script Writing 2 | | | | | | | ■ | ■ | | | | | | | | | | | |
| Theme: Photography | | | | | | | | | | | | | | | | | | | |
| COM1030: Photography 1 | | | ■ | | | | ■ | | | | ■ | ■ | ■ | | | | | ■ | |
| COM2040: Photography 2 | | | ■ | | | | ■ | | | | ■ | ■ | ■ | | | | | ■ | |
| COM2050: Photographic Communication | ■ | | | | | | ■ | | | | ■ | ■ | ■ | | | | | ■ | |
| COM2060: Photographic Techniques 2 | ■ | | | | | | ■ | | | | ■ | ■ | ■ | | | | | ■ | |
| COM2130: Special Effects Photography | | | | | | | ■ | | | | ■ | ■ | ■ | | | | | ■ | |
| COM3040: Photography 3 | | | | | | | ■ | | | | ■ | ■ | ■ | | | | | ■ | |
| COM3050: Photojournalism | | | | | | | ■ | | | | ■ | ■ | ■ | | | | | ■ | |
| COM3060: Photographic Techniques 2 | | | | | | | ■ | | | | ■ | ■ | ■ | | | | | ■ | |
| COM3070: Colour Photography | | | | | | | ■ | | | | ■ | ■ | ■ | | | | | ■ | |
| Theme: Print | | | | | | | | | | | | | | | | | | | |
| COM1050: Printing 1 | | | | | | | ■ | | | | | | | | | | | | ■ |
| COM2070: Printing Techniques 1 | | | | | | | ■ | | | | | | | | | | | | ■ |
| COM2080: Printing Applications 1 | | | | | | | ■ | | | | | | | | | | | | ■ |
| COM3080: Printing Techniques 2 | | | | | | | ■ | | | | | | | | | | | | ■ |
| COM3090: Printing Applications 2 | | | | | | | ■ | | | | | | | | | | | | ■ |
| Theme: Audio/Video | | | | | | | | | | | | | | | | | | | |
| COM1060: Audio/Video Production 1 | ■ | ■ | | | | | ■ | ■ | ■ | | | | | | | | | | ■ |
| COM1070: Animation 1 | | | | | | | ■ | ■ | ■ | | | | | | | | | | ■ |
| COM2090: Audio/Video 1 | | | | | | | ■ | ■ | ■ | | | | | | | | | | ■ |
| COM2100: Audio/Video 2 | | | | | | | ■ | ■ | ■ | | | | | | | | | | ■ |
| COM2110: Animation 2 | | | | | | | ■ | ■ | ■ | | | | | | | | | | ■ |
| COM2120: Digital Design 2 | | | | | | | ■ | ■ | ■ | | | | | | | | | | ■ |
| COM3100: Audio 3 | | | | | | | ■ | ■ | ■ | | | | | | | | | | ■ |
| COM3110: Video 3 | | | | | | | ■ | ■ | ■ | | | | | | | | | | ■ |
| COM3120: Animation 3 | | | | | | | ■ | ■ | ■ | | | | | | | | | | ■ |
| COM3130: Digital Design 3 | | | | | | | ■ | ■ | ■ | | | | | | | | | | ■ |

Provides many direct links with course content. Students will reinforce, extend and apply a substantial number of knowledge and/or skill components in practical contexts.



Provides some links with course content, usually through the application of related technologies and/or processes.



Correlation of Communication Technologies to Practical Arts: Graphic Arts 22–32 ★

| | GRAPHIC ARTS 22-32 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--------------------|--------------|----------------|-----|---------|--------|-------------|---------------------------|-----------------|---------------------------|-----|--------|---------------------------------------|--------------------------------------|--------------------|-----|----------------|-----|---------|--------|--------|--------------------|-----------|--------------------|-------------|---------|-----|----------------------|
| | 22A | Introduction | Image Creation | 22B | History | Safety | Maintenance | Preparation and Operation | Press Operation | Inks and their Properties | 22C | Safety | Photography (Black and White - Basic) | Photography (Black and White - Adv.) | Colour Photography | 32A | Process Camera | 32B | History | Safety | Papers | Bindery Operations | Packaging | Related Operations | Maintenance | Careers | 32C | Practical Extensions |
| COM1020: Media & You | | | | | | | | | | | | | ✓ | | | | | | | | | | | | | | | |
| COM1030: Photography 1 | | | | | | | | | | | | | ✓ | | | | | | | | | | | | | | | |
| COM1050: Printing 1 | | | ✓ | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM1060: Audio/Video Production 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM1070: Animation 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM1080: Digital Design 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM2010: Presentation & Communication 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM2020: Media Design & Analysis 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM2030: Script Writing 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM2040: Photography 2 | | | | | | | | | | | | | | ✓ | | | | | | | | | | | | | | |
| COM2050: Photographic Communication | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM2060: Photographic Techniques 1 | | | | | | | | | | | | | | ✓ | | | | | | | | | | | | | | |
| COM2070: Printing Techniques 1 | | | ✓ | | | ✓ | ✓ | ✓ | ✓ | ✓ | | | | | | | | | | | | | ✓ | | | | | |
| COM2080: Printing Applications 1 | | | ✓ | | | ✓ | ✓ | ✓ | ✓ | ✓ | | | | | | | | | | | | | ✓ | | | | | |
| COM2090: Audio/Video 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM2100: Audio/Video 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM2110: Animation 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM2120: Digital Design 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM2130: Special Effects Photography | | | | | | | | | | | | | | ✓ | | | | | | | | | | | | | | |
| COM3010: Presentation & Communication 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM3020: Media Design & Analysis 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM3030: Script Writing 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM3040: Photography 3 | | | | | | | | | | | | | | ✓ | | | | | | | | | | | | | | |
| COM3050: Photojournalism | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM3060: Photographic Techniques 2 | | | | | | | | | | | | | | ✓ | | | | | | | | | | | | | | |
| COM3070: Colour Photography | | | | | | | | | | | | | ✓ | ✓ | | | | | | | | | | | | | | |
| COM3080: Printing Techniques 2 | | | | | | | ✓ | ✓ | ✓ | ✓ | ✓ | | | | | | ✓ | | | | | ✓ | | | | | ✓ | |
| COM3090: Printing Applications 2 | | | | | | | ✓ | ✓ | ✓ | ✓ | ✓ | | | | | | ✓ | | | | | ✓ | | | | | ✓ | |
| COM3100: Audio 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM3110: Video 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM3120: Animation 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM3130: Digital Design 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

★September 1997: All practical arts courses replaced by Career and Technology Studies.

TRANSITIONS—*Communication Technology: Related Occupations*

Information for this chart was obtained from the National Occupational Classification (NOC) descriptions.

Educational Requirements:

D: High School Education
C: Apprenticeship

B: College or Vocational Education
A: University

| Occupation Profile | NOC# | D | C | B | A |
|---|------|---|---|---|---|
| Advertising Copywriter | 5121 | | | ✓ | ✓ |
| Binding and Finishing Machine Operators | 9473 | | ✓ | ✓ | |
| Broadcast Maintenance Technologist | 5224 | | | ✓ | |
| Camera, Platemaking and Other Pre-Press Occupations | 9472 | ✓ | ✓ | ✓ | |
| Cartoonist | 5241 | | | ✓ | ✓ |
| Casting Director | 5226 | ✓ | | ✓ | ✓ |
| Cinematographer | 5222 | | | ✓ | ✓ |
| Film and Video Camera Operators | 5222 | | | ✓ | |
| Film Animator | 5241 | | | ✓ | ✓ |
| Graphic Arts Technicians | 5223 | | | ✓ | ✓ |
| Graphic Designers and Illustrating Artists | 5241 | | | ✓ | ✓ |
| Journalist | 5123 | | | ✓ | ✓ |
| Managers in Publishing, Motion Pictures, Broadcasting and Performing Arts | 0512 | | | ✓ | ✓ |
| Photographer | 5221 | | | ✓ | ✓ |
| Photographic and Film Processors | 9474 | | | ✓ | |
| Printing and Graphic Arts Craftsmen | 9472 | | ✓ | | |
| Printing Machine Operator | 9471 | ✓ | | ✓ | |
| Printing Press Operators | 7381 | | ✓ | ✓ | |
| Producers, Directors, Choreographers and Related Occupations | 5131 | | | ✓ | ✓ |
| Professional Occupations in Public Relations and Communications | 5124 | | | ✓ | ✓ |
| Projectionist | 5227 | ✓ | | | |
| Reporter (Print and Broadcast Media) | 5123 | | | ✓ | ✓ |
| Supervisors, Printing and Related Occupations | 7218 | ✓ | | ✓ | |
| Television Equipment Operators | 5222 | | | ✓ | |
| Traffic Clerk/Assistant | 1473 | ✓ | | | |
| Writer | 5121 | | | ✓ | ✓ |

