Technology and Leadership

Digital Photography: Students will learn the basics of photography: holding a camera, parts of the camera, signing a camera in and out, uploading photos, and aperture value. Your photography will focus on the external environment around you, and you will be required to take, edit, and show your portraits to the class. Example assignments include: water photos, holiday photos, seasonal photos, and facial photos.

Communication Technology Leadership
Make a positive contribution to your school through your superior technology skills. Learn how to produce large scale events using live sound, videography, audio-visual recording, and projection. Explore how these skills and techniques are related to real-world career opportunities and participate in the production of large school events and support classroom initiatives using technology.

Programming
Term 1:
Do you like computers? Do you like video game? If so, come and learn the basics of coding using the Python programming language. We will explore programming concepts by creating and modifying our own text-based computer games.

Term 2:
JavaScript is used to create responsive, interactive elements for web pages, enhancing the user experience. Things like menus, animations, video players, interactive maps, and even simple in-browser games can be created quickly and easily with JavaScript.

Term 3:
Swift is a powerful programming language that is easy and also fun to learn. Its code is safe by design, yet also produces software that runs lightning-fast. It is used to build apps for iOS, watchOS, macOS, tvOS, and Linux.

Robotics: Faster, Higher, Stronger
Design and create robots that are faster, can climb higher, and pull harder than your opponents to take home gold. Students will use Lego Mindstorm robotics kits to program robots capable of thinking for themselves. Object avoidance, line following, homing in on sound, and other unique abilities will be used to solve complex robotics challenges.