

CTS Computers Course Outline

2025-2026

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Program Vision

The CTS Computers program is guided by the vision that students will have the opportunity to learn, enhance and apply skills using a variety of computer programs. Students will work through Courses in CTS. Students will take the skills they learn and use them to create digital images (vector graphics) and transfer them to a variety of mediums (vinyl, ceramics, metal, plastic etc.). Students will learn introductory skills and tools of graphic design which they will apply to design their own vinyl decals as well as create a sublimation project. Students will advance their skills by applying what they have learned to more difficult areas such as embroidery and/or apparel decoration.

The general goals of this course are to:

- Introduce students to vector graphic tracing using CorelDraw 21 software.
- Develop students' understanding of basic graphic design principles such as typography, color scheme, elements/principles of design.
- Encourage students to challenge themselves in new ways and enhance their skills in graphic design.
- Inspire students to continue using their new knowledge outside the scope of this course.

Program Instruction:

Delivery of program content will be multifaceted. Students will experience teaching methodologies such as; direct instruction, PDF tutorial, Youtube tutorial and video interface, self-directed learning, One-on-One instruction, video casting etc. Students will work through CTS courses completing individual projects to demonstrate their understanding of the course.

Resources

Resources used in CTS computers include but are not limited to

- www.google.ca
- www.youtube.ca
- PDF Tutorial
- CorelDraw 21
- Microsoft Office (Publisher, Word etc.)
- Canva
- Chat GPT

Year 1

Courses (5 Credits)

COM1005: VISUAL COMPOSITION

Students learn to employ fundamental elements and principles of design for various media and gain a strong foundational multidisciplinary experience in preparation for other Communication Technology courses.

Prerequisite: None

COM1025: TYPOGRAPHY

If there is no type on the page, it isn't graphic design, it is fine art. Students learn about the power of typography and its uses in today's world.

Prerequisite: COM1005: Visual Composition

COM1035: GRAPHICS TOOLS

Students are introduced to the basics of computer graphics (vector and raster), and graphic computer programs.

Prerequisite: COM1005: Visual Composition

COM2045: VECTOR GRAPHICS 1

Vector graphics are commonly used in graphic design, page layout, typography, logos, sharp-edged artistic illustrations, technical illustrations, diagramming and flowcharting. In this course, students use vector editing software to create basic vector graphics.

Prerequisite: COM1035: Graphics Tools

COM1165: PRINTING 1

Students are introduced to basic layout and design techniques as well as to various print reproduction processes using a positive or negative master such as digital, offset, screen, vinyl plotting, wide format and laser cutting.

Prerequisite: COM1005: Visual Composition

*Students are expected to complete all 5 credits over the duration of the term but are not limited to the 5 (must have completed the above before consideration for more credit options)

Year 2

Courses (5 Credits)

COM1910: COM PROJECT A

Students develop project design and management skills to extend and enhance competencies and skills in other CTS courses through contexts that are personally relevant.

Prerequisite: None

COM2165: PRINTING 2

Students develop printing skills and create a finished product that demonstrates an ability to reproduce multicolour graphics for use on selected media; e.g., banners, signs, T-shirts, uniforms, posters, ceramics, plastics, decals.

Prerequisite: COM1165: Printing 1

VECTOR GRAPHICS 2

Students build on knowledge and skills acquired in Vector Graphics 1 by use vector editing software to create advanced vector graphics.

Prerequisite: COM2045: Vector Graphics 1

COM2910: COM PROJECT B

Students develop project design and management skills to extend and enhance competencies and skills in other CTS courses through contexts that are personally relevant.

Prerequisite: None

COM2025: ELECTRONIC LAYOUT & PUBLISHING 1

Students develop skills and practical working knowledge of electronic publishing computer hardware and software and create well-designed documents and publications using desktop publishing technology.

Prerequisite: COM1005: Visual Composition

Year 3

COM2155: DESIGN – BRAND IDENTITY

Students are introduced to the value and importance of branding and the process of creating and establishing strong brands. Students work through the process of creating branding from planning, to the creation of a new, unique brand, through to creating touch points.

Prerequisite: COM1035: Graphics Tools

DES1020: THE DESIGN PROCESS

Students develop an understanding of design problems through research and select, generate and evaluate possible solutions.

Prerequisite: None

COM2920: COM PROJECT C

Students develop project design and management skills to extend and enhance competencies and skills in other CTS courses through contexts that are personally relevant.

Prerequisite: None

COM3910: COM PROJECT D

Students develop project design and management skills to extend and enhance competencies and skills in other CTS courses through contexts that are personally relevant.

Prerequisite: None

COM3920: COM PROJECT E

Students develop project design and management skills to extend and enhance competencies and skills in other CTS courses through contexts that are personally relevant.

Prerequisite: None

***Additonal Credits**

FAS1910: FAS PROJECT A

Students develop project design and management skills to extend and enhance competencies and skills in other CTS courses through contexts that are personally relevant.

Prerequisite: None

FAS1170: DIGITAL EMBROIDERY TOOLS 1

Students develop a basic understanding of the technology used in construction of a creative project, using digital embroidery.

Prerequisite: None

Course Assessment

Each of the above will be weighted/assessed as their own individual courses and must be passed before moving onto the next scheduled course. Students will complete assignments specifically tailored to each course, upon which an assessment will be determined. Material and skills learned throughout the courses will be applied over the duration of the semester and are foundational for each other (eg. Graphic tools are needed for success in Vector Graphics 1).

Lab Safety

Students will work in a lab that has been designed to apply vector graphic images to a wide range of materials. The process in which this application occurs will only be conducted by the teacher of the course to ensure safe use of equipment as well as ensure the safety of all students. Students will not be using the application equipment in the lab unless directed by the teacher of the course.