

STUDENT SHOWCASE

- Materials (Hard)
- Materials (Soft)
- Food and Bio-related
- Digital Tech
 - Computer hardware game
 - School diary cover
 - Drug abuse learning tool
 - Point-of-Sale Website
 - Video Game
 - 'Bullying – It's not OK Ever'
 - Kaimai Retreat Website
 - Animated Film
 - Basketball Team Website
 - Sports Movie
 - Year 10 Introduction DVD
 - Activities Movie
 - Council Building Models
 - Resene Database
 - Sports Results Spreadsheet
 - Clean, Green and Safe
 - 3D Modelled Storage Unit
 - Maths Racer
 - Tropical Cyclones
 - Quiz Creator
 - Online Exam for Year 10
 - Kaimai Ranges CD-Rom
 - Worms Presentation
 - Chemistry CD-Rom
 - Cactus Cars
- Electronics
- Graphics
- Scholarship Exemplars

DVD: An Introduction to Year 10 at Katikati College

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Katikati College

Year 10 ICT: one-term unit

Teacher Malcolm Howard



Sharon, Ana and Leanne decided to develop a DVD for new Year 10 students arriving at Katikati College containing information about courses and options.

The group adopted a project team approach and divided the project into tasks. As is standard industry practice, they wrote an overarching brief for the whole project – a group plan – and each student wrote a brief for her allocated part of it – one brief for the movie part, one brief for the DVD packaging, etc.

As well as requiring good group technological practice, the project required Sharon, Ana and Leanne to use the range of ICT skills and knowledge they had developed through the year. They used their knowledge of design principles and typography, they planned, shot, and edited the movie in iMovie, and they took and edited still photos in Photoshop and made them into a slideshow.

They then composed music in GarageBand, created DVD menus in iDVD, and produced the DVD package graphics in Freehand and Photoshop.

Each student was responsible for planning to ensure their part of the project was finished in line with the group timeline and that their contribution fitted with the overall group solution.



Teacher comment

This is a good technology project as students worked in groups as a project team in a way that is similar to industry practice. As well as allowing for some authentic group technological practice this project is good as it requires a wide range of ICT skills and use of ICT knowledge they had developed through the year.

Newest profiles...



Computer hardware game



Butcher's block



Coastal retreat



School diary cover



Drug abuse learning tool



Sitting duck game



Fashion collection

