



G-E-T High School Curriculum
Align, Explore, Empower
Scope and Sequence
Digital Photography and Photoshop

Unit 1 - (History Of Camera & Camera Parts)

(Length of Unit - #1.5 weeks)

- The history of photography
- Parts of various types of cameras

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world and apply it to their art.

ELO #2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development.

Standards for (Digital Photography & Photoshop)

- A.12.2 Know advanced vocabulary related to their study of art
- A.12.3 Know and recognize styles of art from their own and other parts of the world
- A.12.4 Know and recognize many styles of art from various times
- A.12.5 Explain that art is one of the greatest achievements of human beings
- B.12.4 Know how artists, designers, and cultures influence art
- D.12.1 Know about the history, public art, and unique architecture of their cultural community
- D.12.2 Know about artists and designers, such as architects, furniture designers, critics, preservationists, museum curators, and gallery owners, in their community

Unit 2 - (Camera Modes & Shutter Speed, ISO, Aperture)

(Length of Unit - #1.5 weeks)

- Baseline Photos - Establish that they all know how to use the camera and take photos in focus.
- Modes and how they work

In this unit, students will ...

ELO #2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development.

Standards for (Digital Photography & Photoshop)

- A.12.1 Possess a mental storehouse of images
- A.12.2 Know advanced vocabulary related to their study of art
- A.12.3 Know and recognize styles of art from their own and other parts of the world
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources
- D.12.1 Know about the history, public art, and unique architecture of their cultural community
- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia

Unit 3 - (Rules of Composition)

(Length of Unit - #1.5 weeks)

- Rule of Thirds, Leading Lines, Symmetry, Asymmetry, Natural Framing,...
- Students apply the rules

In this unit, students will ...

ELO #3: Students will design and produce advanced quality original photos that effectively communicate and express ideas.

Standards for (Digital Photography & Photoshop)

- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia
- F.12.1 Make informed judgments about mass media, such as magazines, television, computers, and films
- G.12.1 Use visual images as tools for thinking and communicating
- H.12.6 Be critical viewers and producers of mass-media images
- J.12.1 Understand the purposes and functions of art
- J.12.2 Choose materials and techniques to influence the expressive quality of art
- J.12.7 Understand and apply art criticism and aesthetic knowledge in art and design
- J.12.8 Know concepts of beauty in different cultures
- J.12.9 Identify the differences between original artworks, reproductions, and copies
- J.12.10 Reflect and talk about works of art
- K.12.1 Connect their knowledge and skills in art to other areas, such as the humanities, sciences, social studies, and technology

Unit 4 - (Lighting)

(Length of Unit - #.5 weeks)

- Lighting in photography is very complex. Artificial vs natural lighting. Golden Hour.
- Experiment with various types of lighting including a reflector and flash.

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world and apply it to their art.

ELO #3: Students will design and produce advanced quality original photos that effectively communicate and express ideas.

Standards for (Digital Photography & Photoshop)

- A.12.2 Know advanced vocabulary related to their study of art
- A.12.3 Know and recognize styles of art from their own and other parts of the world
- A.12.4 Know and recognize many styles of art from various times
- A.12.5 Explain that art is one of the greatest achievements of human beings
- B.12.4 Know how artists, designers, and cultures influence art
- K.4.1 Connect their knowledge and skills in art to other areas, such as the humanities, sciences, social studies, and technology

Unit 5 - (Portrait Photography)

(Length of Unit - #2 of weeks)

- History of Portraits - Edited now vs 50 years ago
- People & Animals, Staged vs Candid, Lighting, Angles

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world and apply it to their art.

ELO #2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development.

ELO #3: Students will design and produce advanced quality original photos that effectively communicate and express ideas.

Standards for (Digital Photography & Photoshop)

- A.12.1 Possess a mental storehouse of images
- A.12.2 Know advanced vocabulary related to their study of art
- A.12.3 Know and recognize styles of art from their own and other parts of the world
- A.12.4 Know and recognize many styles of art from various times
- A.12.5 Explain that art is one of the greatest achievements of human beings
- A.12.6 Use art as a basic way of thinking and communicating about the world
- B.12.5 Understand how their choices in art are shaped by their own culture and society
- C.4.4 Use design to improve artwork
- C.4.5 Look at nature and works of art as visual resources
- C.4.6 Use sketching to develop ideas for their artwork
- C.4.7 Develop basic skills to produce quality art
- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
- D.12.4 Use basic concepts in art, such as “form follows function,” “destruction of the box,” “less is more,” balance, symmetry, integrity, authenticity, and originality
- D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics
- D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality
- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia
- E.12.3 Communicate ideas by producing popular images and objects, such as folk art, traditional arts and crafts, popular arts, mass media, and consumer products
- E.12.4 Communicate ideas by producing advanced visual communication forms useful in everyday life, such as sketches, diagrams, graphs, plans, and models
- E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone
- F.12.4 Recognize stereotyping in visual media
- F.12.5 Understand the effects of production techniques on viewers' perceptions
- F.12.6 Use a range of media techniques to create art
- F.12.7 Apply a working knowledge of media production systems
- F.12.8 Revise media productions based on personal reflection and audience response

Unit 6 - (Landscape)

(Length of Unit - #2 of weeks)

- History of Landscapes and Photographers like Ansel Adams
- Golden Hour, Lighting and angles

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world and apply it to their art.

ELO #2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development.

ELO #3: Students will design and produce advanced quality original photos that effectively communicate and express

ideas.

Standards for ((Digital Photography & Photoshop)

- A.12.3 Know and recognize styles of art from their own and other parts of the world
- A.12.4 Know and recognize many styles of art from various times
- A.12.5 Explain that art is one of the greatest achievements of human beings
- A.12.6 Use art as a basic way of thinking and communicating about the world
- B.12.5 Understand how their choices in art are shaped by their own culture and society
- C.4.4 Use design to improve artwork
- C.4.5 Look at nature and works of art as visual resources
- C.4.6 Use sketching to develop ideas for their artwork
- C.4.7 Develop basic skills to produce quality art
- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
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- D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics
- D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality
- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia
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- E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone
- F.12.4 Recognize stereotyping in visual media
- F.12.5 Understand the effects of production techniques on viewers' perceptions
- F.12.6 Use a range of media techniques to create art
- F.12.7 Apply a working knowledge of media production systems
- F.12.8 Revise media productions based on personal reflection and audience response

Unit 6 - (Photoshop Basics)

(Length of Unit - #5 of weeks)

- How to create new document - How to open a photo in photoshop and change DPI and Image size
- Image Adjustments & Spot Healing - Before and After
- Selection Tools, Spot Healing, Layers,

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ELO #2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development.

ELO #3: Students will design and produce advanced quality original photos that effectively communicate and express ideas.

ELO #4: Students will understand and use Adobe Photoshop to edit digital photos.

ELO #5: Students will apply their knowledge of people, places, ideas, and language of art to their daily lives.

ELO #6: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create original ideas for advanced designs.

Standards for ((Digital Photography & Photoshop)

- A.12.5 Explain that art is one of the greatest achievements of human beings
- A.12.6 Use art as a basic way of thinking and communicating about the world
- B.12.1 Demonstrate how artists and cultures throughout history have used art to communicate ideas and to develop functions, structures, and designs
- B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings
- C.12.4 Use advanced design techniques to improve and/or change artwork
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources preservationists, museum curators, and gallery owners, in their community
- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
- D.12.4 Use basic concepts in art, such as "form follows function," "destruction of the box," "less is more," balance, symmetry, integrity, authenticity, and originality
- D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics
- D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality
- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia
- E.12.3 Communicate ideas by producing popular images and objects, such as folk art, traditional arts and crafts, popular arts, mass media, and consumer products
- E.12.4 Communicate ideas by producing advanced visual communication forms useful in everyday life, such as

sketches, diagrams, graphs, plans, and models

E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone

F.12.1 Make informed judgments about mass media, such as magazines, television, computers, and films

F.12.2 Understand visual techniques used in mass media

F.12.3 Interpret visual messages in advertisements, news, and entertainment programs

F.12.4 Recognize stereotyping in visual media

F.12.5 Understand the effects of production techniques on viewers' perceptions

F.12.6 Use a range of media techniques to create art

F.12.7 Apply a working knowledge of media production systems

F.12.8 Revise media productions based on personal reflection and audience response

G.12.3 Interpret more complex meanings in challenging works of art, including media arts

G.12.4 Create works of art that have complex meanings

J.12.1 Understand the purposes and functions of art

J.12.2 Choose materials and techniques to influence the expressive quality of art

J.12.8 Know concepts of beauty in different cultures

J.12.9 Identify the differences between original artworks, reproductions, and copies

J.12.10 Reflect and talk about works of art

K.12.1 Connect their knowledge and skills in art to other areas, such as the humanities, sciences, social studies, and technology

K.12.2 Invent new artistic forms to communicate ideas and solutions to problems

K.12.3 Apply what they know about the nature of life, nature, the physical world, and the human condition to their understanding and creation of art

K.12.4 Continue to use a variety of tools, such as more sophisticated application of words, numbers, sounds, movements, images, objects, emotions, technology, and spaces, to help understand and communicate about the visual world

Unit 7 - (Editing & Ethics)

(Length of Unit - 2 of weeks)

- Understand and know the difference of editing and when it is too much or wrong to do.

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ELO #3: Students will design and produce advanced quality original photos that effectively communicate and express ideas.

ELO #4: Students will understand and use Adobe Photoshop to edit digital photos.

ELO #5: Students will apply their knowledge of people, places, ideas, and language of art to their daily lives.

ELO #6: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create original ideas for advanced designs.

Standards for (Digital Photography & Photoshop)

- F.12.1 Make informed judgments about mass media, such as magazines, television, computers, and films
- F.12.2 Understand visual techniques used in mass media
- F.12.3 Interpret visual messages in advertisements, news, and entertainment programs
- F.12.4 Recognize stereotyping in visual media
- F.12.5 Understand the effects of production techniques on viewers' perceptions
- F.12.6 Use a range of media techniques to create art
- F.12.7 Apply a working knowledge of media production systems
- F.12.8 Revise media productions based on personal reflection and audience response

Unit 8 - (Personal Style)

(Length of Unit - #2 of weeks)

- Apply the skills learned to personal interest and style
- Try different angles, lighting, subjects, modes,.... To photograph and edit photography

In this unit, students will ...

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ELO #2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development.

ELO #3: Students will design and produce advanced quality original photos that effectively communicate and express ideas.

ELO #4: Students will understand and use Adobe Photoshop to edit digital photos.

ELO #5: Students will apply their knowledge of people, places, ideas, and language of art to their daily lives.

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Standards for (Digital Photography)

- A.12.5 Explain that art is one of the greatest achievements of human beings
- A.12.6 Use art as a basic way of thinking and communicating about the world
- B.12.1 Demonstrate how artists and cultures throughout history have used art to communicate ideas and to develop functions, structures, and designs
- B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings

C.12.4 Use advanced design techniques to improve and/or change artwork

C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources preservationists, museum curators, and gallery owners, in their community

D.12.3 Explain how the environment influences the look and use of art, architecture, and design

D.12.4 Use basic concepts in art, such as “form follows function,” “destruction of the box,” “less is more,” balance, symmetry, integrity, authenticity, and originality

D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics

D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality

E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia

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E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone

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K.12.2 Invent new artistic forms to communicate ideas and solutions to problems

K.12.3 Apply what they know about the nature of life, nature, the physical world, and the human condition to their understanding and creation of art

K.12.4 Continue to use a variety of tools, such as more sophisticated application of words, numbers, sounds, movements, images, objects, emotions, technology, and spaces, to help understand and communicate about the visual world

Unit 9 - (Portfolio)

(Length of Unit - 18 weeks)

- Create a digital portfolio to reflect on their art and their progress. This is worked on the entire term.

ELO - Keep a record of all of their work in a portfolio. They will describe their work and reflect on what they have learned.

Standards:

F. VISUAL MEDIA AND TECHNOLOGY

F.12.7 Apply a working knowledge of media production systems

E: VISUAL COMMUNICATION AND EXPRESSION

E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia

A. VISUAL MEMORY AND KNOWLEDGE

A.12.1 Possess a mental storehouse of images

A.12.2 Know advanced vocabulary related to their study of art

A.12.6 Use art as a basic way of thinking and communicating about the world

B: ART AND DESIGN HISTORY, CITIZENSHIP, AND ENVIRONMENT

B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist

B.12.4 Know how artists, designers, and cultures influence art