



G-E-T High School Curriculum
Align, Explore, Empower
Scope and Sequence
Graphic Design 1

Unit 1 - What is a Logo & Advertisements

Length of Unit - #.5 week

- What makes a good and bad logo and a good Advertisement. Intro to Design Principles

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world.- Know and recognize design styles from their own and other parts of the world. - Know the basic and some advanced graphic art vocabulary words.

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. - Use the principles of design to describe, analyze, interpret, and judge art images.

Standards for Graphic Design 1

- 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.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
- B.12.3 Relate works of art and designed objects to specific cultures, times, and places
- B.12.4 Know how artists, designers, and cultures influence art
- B.12.5 Understand how their choices in art are shaped by their own culture and society
- B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers
- B.12.7 Understand and apply environmental and aesthetic issues to concepts related to the design of packaging, industrial products, and cities
- B.12.8 Know the contributions of art historians, cultural anthropologists, and philosophers of art to our understanding of art and design

Unit 2 - What is Graphic Design?

Length of Unit - # .5 week

- What is Graphic Design and different types of jobs in the industry.

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ELO #8: Students will make connections among the arts, other disciplines, other cultures, and the world of work. - Know about careers related to art such as, animation artists, video game designers, art directors, illustrators, graphic artists,....

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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

B.12.3 Relate works of art and designed objects to specific cultures, times, and places

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

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B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers

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B.12.8 Know the contributions of art historians, cultural anthropologists, and philosophers of art to our understanding of art and design

Unit 3 - Optical Illusion and Intro To Adobe Illustrator

Length of Unit - #1 week

- Introduce Adobe Illustrator how to create a document and basic tools like the pen, shape, shape builder, mover tool, colors,....
- Optical Illusion plays a role in graphics and students will create a few Op. Illusions in Illustrator

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ELO #3: Students will design and produce quality original images that effectively communicate and express ideas using a varied media, techniques, and processes. - Use the elements of art and principles of design to create quality designs. - Know how to create vector & bitmap art, and understand the differences between the two art forms.

ELO #4: Students will understand the role of , and be able to use computers, video and other technological tools and equipment. - Understand and know how to use Adobe Illustrator and Photoshop to create quality designs and images.

ELO #7: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design. - Use CCS to create variations in, photo collages, editing photos, logos designs, vector art, and bitmap art.

Standards for Graphic Design 1

A.12.1 Possess a mental storehouse of images

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

B.4.1 Understand that artists and cultures throughout history have used art to communicate ideas and to develop functions, structures, and designs

B.4.2 Recognize that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist

B.4.3 Know that works of art and designed objects relate to specific cultures, times, and places

B.4.4 Know that art is influenced by artists, designers, and cultures

C.12.1 Use the elements and principles of design in sophisticated ways

C.12.2 Understand the procedures of developing quality design

C.12.3 Use design to create artworks that have different meanings

C.12.9 Use ongoing reflective strategies to assess and better understand one's work and that of others during the creative process

C.12.10 Assume personal responsibility for their learning and the creative process

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.12.4 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

Unit 4 - Typography

Length of Unit - #2 weeks

- Typography, Fonts and its role in graphic design and communicating ideas. How to download and install new fonts, how to use fonts, san serif vs serif fonts - their history and how they are used.
- Type Tools and effects in Illustrator- warp effects, type on a path, change fonts,....
- Create outlines and change a font to a shape.

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ELO #5: Students will apply their knowledge of people, places, ideas, and language of art to their daily lives. - Use images and typography to communicate ideas visually. - Apply the basic concepts in art, such as “form follows function,” “less is more,”....

ELO #7: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design. - Use CCS to create variations in, photo collages, editing photos, logos designs, vector art, and bitmap art.

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Standards for(Graphic Design 1

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

B.12.5 Understand how their choices in art are shaped by their own culture and society

B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers

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- 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.12.1 Use visual images as tools for thinking and communicating
- G.12.2 Know how to find the meanings in artwork
- 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
- H.12.6 Be critical viewers and producers of mass-media images

Unit 5 - Logo Design

Length of Unit - #2 weeks

- Adobe Illustrator - Create logos and variations of the same logo.

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- 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.12.1 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
- B.12.3 Relate works of art and designed objects to specific cultures, times, and places
- B.12.4 Know how artists, designers, and cultures influence art
- B.12.5 Understand how their choices in art are shaped by their own culture and society
- B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers
- B.12.7 Understand and apply environmental and aesthetic issues to concepts related to the design of packaging, industrial products, and cities
- C.12.1 Use the elements and principles of design in sophisticated ways
- 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
- C.12.6 Experiment visually with sketches for complex solutions involving concepts and symbols
- C.12.7 Apply advanced craft and skills to consistently produce quality art
- D.12.2 Know about artists and designers, such as architects, furniture designers, critics, 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.12.1 Use visual images as tools for thinking and communicating
- G.12.2 Know how to find the meanings in artwork
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- G.12.4 Create works of art that have complex meanings
- I.12.1 Use art to understand their own and others' emotions
- I.12.4 Look at art and compare their feelings with those of the artist and others
- I.12.5 Understand and recognize that art reflects the history and culture in which it was created
- I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art

Unit 6 - Logo Branding: Letterhead, envelopes, business cards

Length of Unit - #2 weeks

- What is Branding and how to use logos. Create letterhead, envelopes, and business cards.

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- 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
- C.12.6 Experiment visually with sketches for complex solutions involving concepts and symbols
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- D.12.2 Know about artists and designers, such as architects, furniture designers, critics, preservationists, museum curators, and gallery owners, in their community
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- I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art

Unit 7 - T-Shirt Design

Length of Unit - #1-2 weeks

- Create vector design for t-shirts. - Use Illustrator with type and graphics to create a well made design.

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- I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art
- 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.12.3 Identify ways different cultures think about art
- J.12.5 Understand their own ideas about the purposes and meanings of art
- J.12.6 Know the value of art as a basic part of being human
- 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.12.10 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 writing about art and design
- K.12.6 Know the similarities and differences of world cultures by studying their fine arts: music, dance, theatre, literature, and architecture

Unit 8 - (Intro to Adobe Photoshop)

(Length of Unit - #2 weeks)

- Adobe Photoshop: Create new documents, selection tool basics, copy & paste & move, introduction of layers, open photos in photoshop, using type, layer effects, filters & effects, blurs,....
- Create backgrounds and use type and effects to fill in the letters. Import photos and cut type from photos.

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- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
- 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.12.4 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.12.1 Use visual images as tools for thinking and communicating
- G.12.2 Know how to find the meanings in artwork
- 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
- I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art
- J.12.1 Understand the purposes and functions of art

- J.12.3 Identify ways different cultures think about art
- J.12.5 Understand their own ideas about the purposes and meanings of art
- 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
- K.12.5 Know about a range of art activities, such as museum curation, historic preservation, collecting, and writing about art and design
- K.12.6 Know the similarities and differences of world cultures by studying their fine arts: music, dance, theatre, literature, and architecture

Unit 9- Digital Photography Basics

Length of Unit - #2 weeks

- Intro to photography - How to hold a camera, body parts, tips on how to take photos in focus.
- Types of photography modes: landscape, portrait, action, night, and macro
- Basic Composition Rules: rule of thirds, leading lines, symmetry,...

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world.- Know and recognize design styles from their own and other parts of the world. - Know the basic and some advanced graphic art vocabulary words.

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. - Use the principles of design to describe, analyze, interpret, and judge art images.

ELO #3: Students will design and produce quality original images that effectively communicate and express ideas using a varied media, techniques, and processes. - Use the elements of art and principles of design to create quality designs. - Know how to create vector & bitmap art, and understand the differences between the two art forms.

ELO #4: Students will understand the role of , and be able to use computers, video and other technological tools and equipment. - Understand and know how to use Adobe Illustrator and Photoshop to create quality designs and images.

ELO #5: Students will apply their knowledge of people, places, ideas, and language of art to their daily lives. - Use images and typography to communicate ideas visually. - Apply the basic concepts in art, such as “form follows function,” “less is more,”....

ELO #7: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design. - Use CCS to create variations in, photo collages, editing photos, logos designs, vector art, and bitmap art.

ELO #8: Students will make connections among the arts, other disciplines, other cultures, and the world of work. - Know about careers related to art such as, animation artists, video game designers, art directors, illustrators, graphic

artists,....

Standards for Graphic Design 1

- 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.12.5 Understand how their choices in art are shaped by their own culture and society
- C.12.1 Use the elements and principles of design in sophisticated ways
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings
- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
- 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.12.4 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.12.1 Use visual images as tools for thinking and communicating
- G.12.2 Know how to find the meanings in artwork
- 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
- I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art
- J.12.1 Understand the purposes and functions of art
- J.12.3 Identify ways different cultures think about art
- J.12.5 Understand their own ideas about the purposes and meanings of art
- 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
- K.12.5 Know about a range of art activities, such as museum curation, historic preservation, collecting, and writing about art and design

K.12.6 Know the similarities and differences of world cultures by studying their fine arts: music, dance, theatre, literature, and architecture

Unit 10 - Photo Editing & Media

Length of Unit - #2 weeks

- Basic editing in photoshop: spot healing, image adjustments, cropping, liquify,...
- Media and photo editing in an ethical manner: Don't believe everything you see.

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world.- Know and recognize design styles from their own and other parts of the world. - Know the basic and some advanced graphic art vocabulary words.

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. - Use the principles of design to describe, analyze, interpret, and judge art images.

ELO #3: Students will design and produce quality original images that effectively communicate and express ideas using a varied media, techniques, and processes. - Use the elements of art and principles of design to create quality designs. - Know how to create vector & bitmap art, and understand the differences between the two art forms.

ELO #4: Students will understand the role of , and be able to use computers, video and other technological tools and equipment. - Understand and know how to use Adobe Illustrator and Photoshop to create quality designs and images.

ELO #5: Students will apply their knowledge of people, places, ideas, and language of art to their daily lives. - Use images and typography to communicate ideas visually. - Apply the basic concepts in art, such as "form follows function," "less is more,"....

ELO #6: Students will develop perception, visual discrimination, and media literacy skills. - Understand that not everything they see in the media is real. To be critical viewers of mass-media, and know how to recognize technological effects. - Produce images using special effects in photoshop. Edit photos to fix blemishes and improve original photos.

ELO #7: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design. - Use CCS to create variations in, photo collages, editing photos, logos designs, vector art, and bitmap art.

ELO #8: Students will make connections among the arts, other disciplines, other cultures, and the world of work. - Know about careers related to art such as, animation artists, video game designers, art directors, illustrators, graphic artists,....

Standards for Graphic Design 1

- 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.12.6 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
- B.12.3 Relate works of art and designed objects to specific cultures, times, and places
- B.12.4 Know how artists, designers, and cultures influence art
- B.12.5 Understand how their choices in art are shaped by their own culture and society
- B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers
- B.12.7 Understand and apply environmental and aesthetic issues to concepts related to the design of packaging, industrial products, and cities
- C.12.1 Use the elements and principles of design in sophisticated ways
- 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
- C.12.6 Experiment visually with sketches for complex solutions involving concepts and symbols
- C.12.7 Apply advanced craft and skills to consistently produce quality art
- D.12.2 Know about artists and designers, such as architects, furniture designers, critics, 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.12.1 Use visual images as tools for thinking and communicating
- G.12.2 Know how to find the meanings in artwork
- 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
- I.12.1 Use art to understand their own and others' emotions
- I.12.4 Look at art and compare their feelings with those of the artist and others
- I.12.5 Understand and recognize that art reflects the history and culture in which it was created
- I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art
- 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.12.3 Identify ways different cultures think about art
- J.12.5 Understand their own ideas about the purposes and meanings of art
- J.12.6 Know the value of art as a basic part of being human
- 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.12.10 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 writing about art and design
- K.12.6 Know the similarities and differences of world cultures by studying their fine arts: music, dance, theatre, literature, and architecture

Unit 11 - Illustrator & Photoshop together

Length of Unit - #2-3 weeks

- Create Posters & Collages - Using layers and both illustrator to create type and photoshop to edit photos.

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. - Use the principles of design to describe, analyze, interpret, and judge art images.

ELO #3: Students will design and produce quality original images that effectively communicate and express ideas using a varied media, techniques, and processes. - Use the elements of art and principles of design to create quality designs. - Know how to create vector & bitmap art, and understand the differences between the two art forms.

ELO #4: Students will understand the role of , and be able to use computers, video and other technological tools and equipment. - Understand and know how to use Adobe Illustrator and Photoshop to create quality designs and images.

ELO #5: Students will apply their knowledge of people, places, ideas, and language of art to their daily lives. - Use images and typography to communicate ideas visually. - Apply the basic concepts in art, such as “form follows function,” “less is more,”....

ELO #6: Students will develop perception, visual discrimination, and media literacy skills. - Understand that not everything they see in the media is real. To be critical viewers of mass-media, and know how to recognize technological effects. - Produce images using special effects in photoshop. Edit photos to fix blemishes and improve original photos.

ELO #7: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design. - Use CCS to create variations in, photo collages, editing photos, logos designs, vector art, and bitmap art.

ELO #8: Students will make connections among the arts, other disciplines, other cultures, and the world of work. - Know about careers related to art such as, animation artists, video game designers, art directors, illustrators, graphic artists,....

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- A.12.2 Know advanced vocabulary related to their study of art
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- B.12.5 Understand how their choices in art are shaped by their own culture and society
- C.12.1 Use the elements and principles of design in sophisticated ways
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings
- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
- 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.12.4 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.12.1 Use visual images as tools for thinking and communicating
- G.12.2 Know how to find the meanings in artwork
- 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

I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art

J.12.1 Understand the purposes and functions of art

J.12.3 Identify ways different cultures think about art

J.12.5 Understand their own ideas about the purposes and meanings of art

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

K.12.5 Know about a range of art activities, such as museum curation, historic preservation, collecting, and writing about art and design

K.12.6 Know the similarities and differences of world cultures by studying their fine arts: music, dance, theatre, literature, and architecture

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