






Media Graphic Arts (Master)

Teacher: Roger Bovee

September 2020

Content	Skills	Learning Targets	Assessment	Resources & Technology
<p>CEQ: What is Graphic Design? How does graphic design affect me and my decision making? How to create and manipulate graphic designs.</p> <p>UEQ: <i>What are the elements of graphic design?</i></p> <p>A: Elements of Graphic Design A1: Shapes A2: Lines A3: Color A4: Type A5: Images A6: Texture </p> <p>UEQ: <i>What are the principles of graphic design?</i></p> <p>B: Principles of Graphic Design B1: Balance</p>	<p>A: Elements of Graphic Design A1-6: Identify the elements of graphic design in a sample piece. A1-6: Explain or describe how the elements of design perform in a sample piece. A1-6: Incorporate elements of graphic design in their own creation.</p> <p>B: Principles of Graphic Design</p>	<p>A: Elements of Graphic Design A1-6: I can identify and explain how elements of graphic design perform in a sample created by me (the student).</p> <p>B: Principles of Graphic Design B1-5: I can identify and explain</p>	<p>A: Elements of Graphic Design CFA: Fictional Company Logo Assignment</p> <p>B: Principles of Graphic Design</p>	<p>A: Elements of Graphic Design Graphic design samples Logo Rubric</p> <p>B: Principles of Graphic Design Graphic design samples</p>


<p>B2: Rhythm B3: Proportion B4: Dominance B5: Unity </p> <p><i>UEQ:</i> <i>How is Adobe Photoshop used in the Graphic Design Process?</i></p> <p>C: Adobe Photoshop</p> <p>C1: Interface Familiarity C2: Layers C3: Selecting C4: Color techniques C5: Painting Tools C6: Filter Effects C7: Photo Repair tools </p> <p><i>UEQ:</i> <i>How is Adobe Illustrator used in the Graphic Design Process?</i></p> <p>D: Adobe Illustrator</p>	<p>B1-5: Identify the principles of graphic design B1-5: Explain or describe how the principles of graphic design perform in a sample piece. B1-5: Incorporate principles of graphic design in their own creation.</p> <p>C: Adobe Photoshop</p> <p>C1: Examine and manipulate the photoshop work areas. C2: Create, organize, and edit layers C3: Make a selection using shapes and marquee tools C4: Manipulate colors using using the color editing features and tools. C5: Choose a paint brush to edit/create image. C6: Modify an image using a filter. C7: Repair blemishes with the clone stamp, patch tool, and healing brush</p>	<p>how principles of graphic design perform in a sample created by me (the student).</p> <p>C: Adobe Photoshop</p> <p>C1: I can open and save an image file. C1: I can navigate to the layers, history, and color palette windows. C2: I can move an image from one layer to another and select the proper layer for editing an image. C3: I can accurately select images. C4: I can select portions of an image and color them with a different color using the color palette and color replacement features. C5: I can use various paint brush styles to create the desired effects for my image. C6: I can use the filter to edit my image to create a desired effect for my audience.</p>	<p>CFA: Music CD Cover</p> <p>C: Adobe Photoshop</p> <p>CFA C1-7: Baseball Collage Project</p>	<p>Music CD Cover Rubric</p> <p>C: Adobe Photoshop</p> <p>Baseball Collage beginning photos Adobe Photoshop Software</p>
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<p>D1: <i>Selecting and Aligning</i> D2: <i>Shapes</i> D3: <i>Pen Tool</i> D4: <i>Color and Painting</i> D5: <i>Type</i> D6: <i>Layers</i> D7: <i>Brushes</i></p> <p></p> <p>UEQ: <i>How is Adobe After Effects used in the Motion Graphic Design Process?</i></p> <p>E: Adobe After Effects</p> <p>E1: <i>Sources, Sequences, and Projects</i> E2: <i>Compositions</i> E3: <i>Key frames and motion paths</i> E4: <i>Rendering and file formats</i></p> <p></p> <p>UEQ:</p>	<p>D: Adobe Illustrator</p> <p>D1: Moving, scaling, rotating shapes and objects into proper alignment. D2: Use tools to create and edit shapes D3: Draw and edit straight and curved lines. D4: Paint with gradients, patterns, and brushes. D5: Change text attributes. D5: Use and save text styles. D5 Wrap type around graphic and paths. D5: Reshape text with a warp. D5: Create type outline. D6: Create, organize, and edit layers D7: Utilize the 4 brush types D7: Change brush color and adjust brush settings.</p>	<p>C7: I can use the repair tools in photoshop to restore and/or correct an image.</p> <p>D: Adobe Illustrator</p> <p>D1-3: I can draw and align shapes. D4: I can paint with gradients, patterns and brushes to create a desired image. D5: I can create various text types to portray a desired image. D6: I can create, navigate, and manipulate layers. D7: I can use different brush styles in an illustration.</p>	<p>D: Adobe Illustrator</p> <p>CFA D1-7: Getting Started in Illustrator assignment</p> <p>E: Adobe After Effects</p> <p>CFA: 15 sec animation for web page introduction stored</p>	<p>D: Adobe Illustrator</p> <p>Getting Started in Illustrator handout.</p> <p>Adobe Illustrator Software</p> <p>E: Adobe After Effects</p> <p>Adobe After Effects software</p>
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<p><i>How can graphic design projects be presented?</i></p> <p>F: Portfolio</p> <p><i>F1: Creating a portfolio</i> <i>F2: Choosing the presentation media</i> 📄</p>	<p>E: Adobe After Effects</p> <p>E1-2: Creating sequences and building compositions. E3: Adding keyframes and motion paths to create animations E4: Finishing a project to be used in a specific media.</p> <p>F: Portfolio</p> <p>F1: Collecting and saving illustrations in proper file format. F2: Analyzing the most effective presentation for the task.</p>	<p>E: Adobe After Effects</p> <p>E1-2: I can build a composition in a sequence using the proper sources. E3: I can create a motion graphic using keyframes and motion paths. E4: I can render and output my project to the proper file format for use in a variety of media.</p> <p>F: Portfolio</p> <p>F1-2: I can save my graphic information in the correct file format that works best for my presentation.</p>	<p>in flash format.</p> <p>F: Portfolio</p> <p>CSA: Portfolio of student work throughout the trimester. Projects may include, but are not limited to:</p> <ul style="list-style-type: none"> Logo Design Magazine Advertisement Calendar Design Vinyl Sticker Design T-Shirt Design Postage Stamp Design Music CD Cover Beverage Container (coffee cup or water bottle) Motion Graphic for Web 	<p>F: Portfolio</p> <p>F: Portfolio Rubric</p>
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September 2013

Content	Skills	Learning Targets	Assessment	Resources & Technology
<p>CEQ: What is Graphic Design? How does graphic design affect me and my decision making? How to create and manipulate graphic designs.</p> <p>UEQ: <i>What are the elements of graphic design?</i></p> <p>A: Elements of Graphic Design A1: Shapes A2: Lines A3: Color A4: Type A5: Images A6: Texture </p> <p>UEQ: <i>What are the principles of graphic design?</i></p> <p>B: Principles of Graphic Design</p>	<p>A: Elements of Graphic Design A1-6: Identify the elements of graphic design in a sample piece. A1-6: Explain or describe how the elements of design perform in a sample piece. A1-6: Incorporate elements of graphic design in their own creation.</p>	<p>A: Elements of Graphic Design A1-6: I can identify and explain how elements of graphic design perform in a sample created by me (the student).</p> <p>B: Principles of Graphic Design</p>	<p>A: Elements of Graphic Design CFA: Fictional Company Logo Assignment</p> <p>B: Principles of Graphic Design</p>	<p>A: Elements of Graphic Design Graphic design samples Logo Rubric</p> <p>B: Principles of Graphic Design</p>

<p>B1: Balance B2: Rhythm B3: Proportion B4: Dominance B5: Unity </p>	<p>B: Principles of Graphic Design B1-5: Identify the principles of graphic design B1-5: Explain or describe how the principles of graphic design perform in a sample piece. B1-5: Incorporate principles of graphic design in their own creation.</p>	<p>B1-5: I can identify and explain how principles of graphic design perform in a sample created by me (the student).</p>	<p>CFA: Music CD Cover</p>	<p>Graphic design samples Music CD Cover Rubric</p>
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October 2013

Content	Skills	Learning Targets	Assessment	Resources & Technology
<p><i>UEQ:</i> <i>How is Adobe Photoshop used in the Graphic Design Process?</i></p> <p>C: Adobe Photoshop</p> <p>C1: Interface Familiarity C2: Layers C3: Selecting C4: Color techniques</p>	<p>C: Adobe Photoshop</p> <p>C1: Examine and manipulate the photoshop work areas. C2: Create, organize, and edit layers</p>	<p>C: Adobe Photoshop</p> <p>C1: I can open and save an image file. C1: I can navigate to the layers, history, and color palette windows.</p>	<p>C: Adobe Photoshop</p> <p>CFA C1-7: Baseball Collage Project</p>	<p>C: Adobe Photoshop</p> <p>Baseball Collage beginning photos Adobe Photoshop Software</p>

C5: Painting Tools
 C6: Filter Effects
 C7: Photo Repair tools 

UEQ:
How is Adobe Illustrator used in the Graphic Design Process?

D: Adobe Illustrator

D1: *Selecting and Aligning*
 D2: *Shapes*
 D3: *Pen Tool*
 D4: *Color and Painting*
 D5: *Type*
 D6: *Layers*
 D7: *Brushes*



C3: Make a selection using shapes and marquee tools
 C4: Manipulate colors using using the color editing features and tools.
 C5: Choose a paint brush to edit/create image.
 C6: Modify an image using a filter.
 C7: Repair blemishes with the clone stamp, patch tool, and healing brush

D: Adobe Illustrator

D1: Moving, scaling, rotating shapes and objects into proper alignment.
D2: Use tools to create and edit shapes
D3: Draw and edit straight and curved lines.
D4: Paint with gradients, patterns, and brushes.

C2: I can move an image from one layer to another and select the proper layer for editing an image.
 C3: I can accurately select images.
 C4: I can select portions of an image and color them with a different color using the color palette and color replacement features.
 C5: I can use various paint brush styles to create the desired effects for my image.
 C6: I can use the filter to edit my image to create a desired effect for my audience.
 C7: I can use the repair tools in photoshop to restore and/or correct an image.

D: Adobe Illustrator

D1-3: I can draw and align shapes.
 D4: I can paint with gradients, patterns and brushes to create a desired image.

D: Adobe Illustrator

CFA D1-7: Getting Started in Illustrator assignment


D: Adobe Illustrator

Getting Started in Illustrator handout.

Adobe Illustrator Software

	<p>D5: Change text attributes. D5: Use and save text styles. D5 Wrap type around graphic and paths. D5: Reshape text with a warp. D5: Create type outline. D6: Create, organize, and edit layers D7: Utilize the 4 brush types D7: Change brush color and adjust brush settings.</p>	<p>D5: I can create various text types to portray a desired image. D6: I can create, navigate, and manipulate layers. D7: I can use different brush styles in an illustration.</p>		
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November 2013

Content	Skills	Learning Targets	Assessment	Resources & Technology
<p><i>UEQ:</i> <i>How is Adobe After Effects used in the Motion Graphic Design Process?</i></p> <p>E: Adobe After Effects</p> <p><i>E1: Sources, Sequences, and Projects</i> <i>E2: Compositions</i> <i>E3: Key frames and motion paths</i> <i>E4: Rendering and file formats</i></p> 	<p>E: Adobe After Effects</p> <p>E1-2: Creating sequences and building compositions. E3: Adding keyframes and motion paths to create animations E4: Finishing a project to be used in a specific media.</p>	<p>E: Adobe After Effects</p> <p>E1-2: I can build a composition in a sequence using the proper sources. E3: I can create a motion graphic using keyframes and motion paths. E4: I can render and output my project to the proper file format for use in a variety of</p>	<p>E: Adobe After Effects</p> <p>CFA: 15 sec animation for web page introduction stored in flash format.</p>	<p>E: Adobe After Effects</p> <p>Adobe After Effects software</p>

<p><i>UEQ:</i> <i>How can graphic design projects be presented?</i></p> <p>F: Portfolio</p> <p><i>F1: Creating a portfolio</i> <i>F2: Choosing the presentation media</i> 📄</p>	<p>F: Portfolio</p> <p>F1: Collecting and saving illustrations in proper file format. F2: Analyzing the most effective presentation for the task.</p>	<p>media.</p> <p>F: Portfolio</p> <p>F1-2: I can save my graphic information in the correct file format that works best for my presentation.</p>	<p>F: Portfolio</p> <p>CSA: Portfolio of student work throughout the trimester. Projects may include, but are not limited to:</p> <p>Logo Design Magazine Advertisement Calendar Design Vinyl Sticker Design T-Shirt Design Postage Stamp Design Music CD Cover Beverage Container (coffee cup or water bottle) Motion Graphic for Web</p>	<p>F: Portfolio</p> <p>F: Portfolio Rubric</p>
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