

Course Title: Digital Graphics
Board Approval Date: 06/16/14
Credit / Hours: 0.5credit

Course Description:

Digital Graphics focuses on mastery of the PA Academic Standards for Business, Computer and Information Technology, PA Academic Standards for Arts, as well as the PA Common Core Standards for reading, writing and presenting information. As students progress through Digital Graphics, they will participate in a systematic study of the world of digital graphics including both technological and creative aspects of digital graphical design development. Students will use digital photographs taken with a digital camera to create numerous digital graphic design projects.

Digital Graphics is an elective course in multimedia design with Graphics and Animation as a prerequisite course. In Digital Graphics students will explore current technological options available in digital design software for creating, manipulating, and designing professional grade digital graphics. Specifically, students will explore advanced digital design principles and create numerous projects from conception to completion.

Digital Graphics incorporates creativity, design, and technology while promoting critical thinking and problem solving skills.

Learning Activities / Modes of Assessment:

Large group instruction	Tests and Quizzes
Individual Note Taking	Checklists / Teacher Observation
Software User Interface	Multiple Projects with Rubrics
Reading assignments	Writing assignments
Graphic Organizers	Storyboard Layouts

Instructional Resources:

Adobe Photoshop CS6
Various instructional videos
Various educational digital graphics websites
Royalty Free Photo Sharing Web Sites
Royalty Free Music Sharing Web Sites
edmodo.com
Microsoft (MS) Word,
MS Excel,
MS PowerPoint,
MS Paint,
MS Publisher Software

Course Pacing Guide

Course: **Digital Graphics**

Course Unit (Topic)

Length of Instruction (Days/Periods)

1. Creating and Repairing Images

27 days

2. Comic Books and Graphic Novels

28 days

3. Multi-Media Digital Design

25 days

DAYS TOTAL

80 Days

Topic: 1. Creating and Repairing Images

Days: 27

Subject(s):

Grade(s):

Know:

Understand:

Do:

9.1.12.A – Essential

Know and use the elements and principles of each art form to create works in the arts and humanities.

- Elements
 - Visual Arts: color, form/ shape, line, space, texture, value
- Principles
 - Visual Arts: balance, contrast, emphasis/ focal point, movement/ rhythm, proportion/ scale, repetition, unity/ harmony

Digital Software can be used to create, edit, repair and manipulate a variety of images.

15.4.12.K. – Unranked

Evaluate advanced multimedia work products and make recommendations based on the evaluation.

15.4.12.G. – Unranked

Create an advanced digital project using sophisticated design and appropriate software/applications.

15.4.12.A. – Unranked

Apply the creative and productive use of emerging technologies for educational and personal success.

15.4.12.M. – Unranked

Evaluate the impact of emerging technologies on various career paths and provide examples of industry certifications within the field.

15.4.12.L. – Unranked

Find and use primary documentation; employ an accepted protocol for citation.

9.1.12.B – Essential

Recognize, know, use and demonstrate a variety of appropriate arts elements and principles to produce, review and revise original works in the arts.

- Visual Arts: paint, draw, craft, sculpt, print, design for environment, communication, multi-media

Topic: 1. Creating and Repairing Images

Days: 27

Subject(s):

Grade(s):

Know:

Understand:

Do:

<p>Basic Photoshop Tools and Techniques</p> <p>Retouching and Repairing in Photoshop</p> <p>Masks and Channels in Photoshop</p>		<p>9.1.12.A – Essential Know and use the elements and principles of each art form to create works in the arts and humanities.</p> <ul style="list-style-type: none"> • Elements <ul style="list-style-type: none"> Dance: energy/force, space, time Music: duration, intensity, pitch, timbre Theatre: scenario, script/text, set design Visual Arts: color, form/shape, line, space, texture, value • Principles <ul style="list-style-type: none"> Dance: choreography, form, genre, improvisation, style, technique Music: composition, form, genre, harmony, rhythm, texture Theatre: balance, collaboration, discipline, emphasis, focus, intention, movement, rhythm, style, voice Visual Arts: balance, contrast, emphasis/focal point, movement/rhythm, proportion/scale, repetition, unity/harmony <p>9.1.12.B – Essential Recognize, know, use and demonstrate a variety of appropriate arts elements and principles to produce, review and revise original works in the arts.</p> <ul style="list-style-type: none"> Dance: move, perform, read and notate dance, create and choreograph, improvise Music: sing, play an instrument, read and notate music, compose and arrange, improvise Theatre: stage productions, read and write scripts, improvise, interpret a role, design sets, direct Visual Arts: paint, draw, craft, sculpt, print, design for environment, communication, multi-media <div style="background-color: #e0f2f1; padding: 5px; margin-top: 10px;"> <p>2.a – Unranked Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media</p> </div> <div style="background-color: #e0f2f1; padding: 5px; margin-top: 10px;"> <p>2.b – Unranked</p> </div>
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Topic: 1. Creating and Repairing Images

Days: 27

Subject(s):

Grade(s):

Know:

Understand:

Do:

Communicate information and ideas effectively to multiple audiences using a variety of media and formats

2.c – Unranked

Develop cultural understanding and global awareness by engaging with learners of other cultures

2.d – Unranked

Contribute to project teams to produce original works or solve problems

Topic: 2. Comic Books and Graphic Novels

Days: 28

Subject(s):

Grade(s):

Know:

Understand:

Do:

9.1.12.F – Important

Analyze works of arts influenced by experiences or historical and cultural events through production, performance or exhibition.

What is the history behind comic book and graphic novels.

What are the roles in comic book and graphic novel production.

What are the elements included in comic book or graphic novel publications.

How can I use Photoshop tools to create professional looking images?

9.1.12.A – Essential

Know and use the elements and principles of each art form to create works in the arts and humanities.

- Elements
 - Dance: energy/force, space, time
 - Music: duration, intensity, pitch, timbre
 - Theatre: scenario, script/text, set design
 - Visual Arts: color, form/shape, line, space, texture, value
- Principles
 - Dance: choreography, form, genre, improvisation, style, technique
 - Music: composition, form, genre, harmony, rhythm, texture
 - Theatre: balance, collaboration, discipline, emphasis, focus, intention, movement, rhythm, style, voice
 - Visual Arts: balance, contrast, emphasis/focal point, movement/rhythm, proportion/scale, repetition, unity/harmony

9.1.12.B – Important

Recognize, know, use and demonstrate a variety of appropriate arts elements and principles to produce, review and revise original works in the arts.

- Dance: move, perform, read and notate dance, create and choreograph, improvise
- Music: sing, play an instrument, read and notate music, compose and arrange, improvise
- Theatre: stage productions, read and write scripts, improvise, interpret a role, design sets, direct
- Visual Arts: paint, draw, craft, sculpt, print, design for environment, communication, multi-media

9.1.12.E – Essential

Delineate a unifying theme through the production of a work of art that reflects skills in media processes and techniques.

9.1.12.F – Important

Analyze works of arts influenced by experiences or historical and cultural events through production, performance or exhibition.

Topic: 2. Comic Books and Graphic Novels

Days: 28

Subject(s):

Grade(s):

Know:

Understand:

Do:

15.4.8.K. – Unranked

Create a multimedia project using studentcreated digital media.

8.3.9.B. - Compare the impact of historical documents, artifacts, and places which are critical to the U.S.

15.4.5.K. - Use digital media to enhance a contentspecific work product.

Topic: 3. Multimedia Digital Design

Days: 25

Subject(s):

Grade(s):

Know:

Understand:

Do:

9.1.12.A – Essential

Know and use the elements and principles of each art form to create works in the arts and humanities.

- Elements
 - Visual Arts: color, form/ shape, line, space, texture, value
- Principles
 - Visual Arts: balance, contrast, emphasis/ focal point, movement/ rhythm, proportion/ scale, repetition, unity/ harmony

9.1.12.B – Essential

Recognize, know, use and demonstrate a variety of appropriate arts elements and principles to produce, review and revise original works in the arts.

- Visual Arts: paint, draw, craft, sculpt, print, design for environment, communication, multi-media

Digital graphics are an essential element in multimedia designs.

15.4.12.G. – Unranked

Create an advanced digital project using sophisticated design and appropriate software/applications.

15.4.12.K. – Unranked

Evaluate advanced multimedia work products and make recommendations based on the evaluation.

15.4.12.A. – Unranked

Apply the creative and productive use of emerging technologies for educational and personal success.

15.4.12.L. – Unranked

Find and use primary documentation; employ an accepted protocol for citation.

15.4.12.M. – Unranked

Evaluate the impact of emerging technologies on various career paths and provide examples of industry certifications within the field.

Topic: 3. Multimedia Digital Design

Days: 25

Subject(s):

Grade(s):

Know:

Understand:

Do:

Use of advanced Photoshop skills and application to real world products and publications.

Use of artistic abilities and digital media to problem solve and create an original digital graphic work.

9.1.12.A – Essential
 Know and use the elements and principles of each art form to create works in the arts and humanities.

- Elements
 - Dance: energy/force, space, time
 - Music: duration, intensity, pitch, timbre
 - Theatre: scenario, script/text, set design
 - Visual Arts: color, form/shape, line, space, texture, value
- Principles
 - Dance: choreography, form, genre, improvisation, style, technique
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 - Visual Arts: balance, contrast, emphasis/focal point, movement/rhythm, proportion/scale, repetition, unity/harmony

9.1.12.B – Essential
 Recognize, know, use and demonstrate a variety of appropriate arts elements and principles to produce, review and revise original works in the arts.

- Dance: move, perform, read and notate dance, create and choreograph, improvise
- Music: sing, play an instrument, read and notate music, compose and arrange, improvise
- Theatre: stage productions, read and write scripts, improvise, interpret a role, design sets, direct
- Visual Arts: paint, draw, craft, sculpt, print, design for environment, communication, multi-media

2.a – Unranked
 Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media

2.b – Unranked

Topic: 3. Multimedia Digital Design

Days: 25

Subject(s):

Grade(s):

Know:

Understand:

Do:

Communicate information and ideas effectively to multiple audiences using a variety of media and formats

2.d – Unranked

Contribute to project teams to produce original works or solve problems