



ORGANIZING THEME/TOPIC

FOCUS STANDARDS & SKILLS

<p>UNIT 1: Design Basics Reviewing and building on design concepts and relating them to graphic design.</p> <p>Suggested projects:</p> <ol style="list-style-type: none"> 1. Use magazine ads to describe design decisions 2. Use art elements to visually define a list of adjectives. 3. Idea proliferation using shape. <p>Time Frame: 1-2 weeks</p>	<p>STANDARDS</p> <ul style="list-style-type: none"> • Anchor Standard #1. Generate and conceptualize artistic ideas and work. • Anchor Standard #2. Organize and develop artistic ideas and work. • Anchor Standard #5. Develop and refine artistic work for presentation. <p>SKILLS</p> <ul style="list-style-type: none"> • Use the elements and principles effectively • Students use the grid to initiate graphic design solutions. • Introduce basic elements of graphic design: layout, typography, scale
<p>UNIT 2: The Creative Process Students learn how an idea evolves into a finished project.</p> <p>Suggested projects:</p> <ol style="list-style-type: none"> 1. personal logos 2. magazine cover 3. business card <p>Time Frame: 3-5 weeks</p>	<p>STANDARDS</p> <ul style="list-style-type: none"> • Anchor Standard #1. Generate and conceptualize artistic ideas and work. • Anchor Standard #2. Organize and develop artistic ideas and work. • Anchor Standard #3. Refine and complete artistic work. • Anchor Standard #6. Convey meaning through the presentation of artistic work. • Anchor Standard #10. Synthesize and relate knowledge and personal experiences to make art. <p>SKILLS</p> <ul style="list-style-type: none"> • Research, Brainstorming, Roughs, Comps, Final Draft • Collaboration, Feedback, Critique • differentiate between Photoshop, Illustrator, InDesign

	<ul style="list-style-type: none"> • final layout in InDesign
<p>UNIT 3: Intro To Adobe Cs Students learn basics of how to use the programs to create graphic design projects.</p> <p>Suggested projects:</p> <ol style="list-style-type: none"> 1. introduction to Illustrator (emulate/create poster) 2. introduction to Photoshop (emulate/create promotional ad) 3. introduction to InDesign (emulate/create fliers, banners) <p>Time Frame: 4-6 weeks</p>	<p>STANDARDS</p> <ul style="list-style-type: none"> • Anchor Standard #7. Perceive and analyze artistic work. • Anchor Standard #8. Interpret intent and meaning in artistic work. <p>SKILLS</p> <ul style="list-style-type: none"> • differentiate between Photoshop, Illustrator, InDesign • differentiate between file types and uses • learn basic tools and functions of each program • know when/why to use each program
<p>UNIT 4: History Of Graphic Design Using skills gained from previous units, students will incorporate knowledge of various graphic designers and historical design eras to create a final product.</p> <p>Suggested projects:</p> <ol style="list-style-type: none"> 1. design era posters 2. history of graphic design infographics <p>Time Frame: 3-4 weeks</p>	<p>STANDARDS</p> <ul style="list-style-type: none"> • Anchor Standard #4. Analyze, interpret, and select artistic work for presentation. • Anchor Standard #9. Apply criteria to evaluate artistic work. • Anchor Standard #11. Relate artistic ideas and works with societal, cultural and historical context to deepen understanding. <p>SKILLS</p> <ul style="list-style-type: none"> • utilize technical skills/programs to create a final product • incorporate key characteristics of chosen person/era • communicate how the product demonstrates chosen person/era