

GRADE 9-12 DIGITAL ART FRAMEWORK

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OVERVIEW:

In Digital Art, students learn how to give natural-media pizzazz to artwork, create illustrations, advertisements and image-editing compositions, do frame-by-frame animations, and video editing.

This course can be counted for IT or Art credit.

EXPECTATIONS:

The student will be able to:

Discuss and apply the principles and guidelines of digital art.

Exhibit an exploratory attitude and approach to solve problems using critical and creative thinking.

Use computers, graphic design software, printers, scanners, digital cameras and graphics tablets, to express their creativity.

Express emotions, ideas, messages and feelings through their work.

Have their work representing the class when collaborating with other subjects and with the Marketing Department.

Create a portfolio of their best digital artwork.

ACTIVITIES PROJECTS:

Targeted discussions.
Adobe Photoshop/Illustrator/InDesign training.
Learning from provided tutorials.
Creation of layouts.
Creation of artwork relatable to students' daily lives such as school events.
Creation of frame-by-frame animations.
Video Editing.
Portfolio elaboration.

RESOURCES:

Computers.
Adobe Photoshop/Illustrator/InDesign/Premiere.
Provided and online tutorials.
Brochures and posters from previous years' events.

ASSESSMENTS:

Targeted discussions.
Layout creation.
Frame-by-frame animations.
Video editing.
Portfolio elaboration.

STUDENTS ARE EXPECTED TO COME WITH THE BASIC KNOWLEDGE ON:

Graphic Design software.
Video editing software.
Team work.

PERFORMANCE INDICATORS:**CREATIVITY AND INNOVATION**

Using still image editors, define a selection for changes that only apply to it, be able to define the concept of layers and make changes that only apply to those selections. Also, is able to free transform an object. DOK 2 E

Is able to use all the tools of the still image, video, vector graphics and desktop publishing editors chosen for this class. DOK 2 E

Using still image editors, apply meaningful RGB and CMYK filters. DOK 3

Using still image editors, merge and change the order of layers. Also, delete the background of an image and change blending options. DOK 2 E

Using video editors, record images with appropriate lighting quality, depth, perspective and sound. DOK 3 E

Using video editors, add multiple sound files to a movie and control individually the sound levels for each one. DOK 2 E

Film and edit a Chroma key video, replacing a colored screen with multiple still images and video. DOK 3

COMMUNICATION AND COLLABORATION

Using still image, vector graphics and desktop publishing editors, create advertisements to promote school events. DOK 3 E

Using animating software, create an animation for the school web site. DOK 3 E

CRITICAL THINKING, PROBLEM SOLVING, AND DECISION MAKING

Following a script, plan filming and editing so that that process is as effective as possible. DOK 2 E

TECHNOLOGY OPERATIONS AND CONCEPTS

Understand and use key short-cuts on the software chosen for the class. DOK 1

Convert files to the most appropriate format for a given project. DOK 1