GRAPHIC DESIGN I

SYLLABUS

WELCOME TO
THE LAB

BRANDON BUCKNER
GRAPHIC DESIGN TEACHER
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COURSE DESCRIPTION

Students will construct and maintain an electronic filing system for managing all projects. Students will be able to analyze different aspects of the design field and develop technical knowledge and skills needed for success in the visual arts.

A technical understanding of the industry, with a focus on skill proficiency, will be expected and explored.

Academic knowledge and skills in art and design projects will be applied. Will implement advanced problem-solving methods. Employ critical-thinking and interpersonal skills, will gather data and interpret independently, and in teams, to solve problems and make decisions. Implementation of advanced information technology applications.

The student is expected to use personal information management, email, Internet, writing, and presentation applications for graphic design and illustration projects.

Teamwork and conflict-management skills practiced and establish and maintain effective working relationships by providing constructive praise and criticism. Stress management applied for emotional control.

Ethical decision making practiced and client privacy core

SCOPE & SEQUENCE
TEKS 130.88

(a) General requirements. Graphic design practcum includes the knowledge and application of creative design, theory, principles, and practices as related to communication media. (b) Rapid advances in technology have created new career opportunities, and demands in trades and industry. T&I supports integration of academic and career and technology knowledge and skills.

POSTING THE GRADES

Student grades will be posted in Skyward parent portal within five business days for daily grades and major grades. Special consideration is given to major projects. Students will be getting critiqued and may be asked to redo a certain aspect or all of their assignment. After the first critique student's may redo their assignment for a higher grade without penalty if the student has been working on the assignment consistently during the allotted time. This allows for mentoring between the teacher and the student. If a student looks to be on the downward trajectory, the teacher will email the parents making them aware of the teacher's concern.

ABSENCES & MAKE-UP WORK

Before school, 6:30 AM-7:00 AM; After school- Immediately after 2:30pm. (Special arrangements made for students on other campuses) Student will be responsible for asking teacher about any make-up work or assignments that are due after an absence. Student will be responsible for scheduling/coordinating the make-up time with teacher. (Failure to make up work will be a zero) May re-take test upon request with a maximum grade of 70%.

ACADEMIC DISHONESTY

Academic dishonesty is not acceptable. Cheating includes the copying of another student's work, homework, class work, test answers, etc. as one's own. Copy and pasting artwork off of search engines. Plagiarism is the use of another person's original ideas or writing without giving credit to the true author. A student found to have engaged in academic dishonesty will be subject to loss of credit for the work in question, as well as disciplinary penalties, according to the Student Code of Conduct.

CERTIFICATIONS

Adobe Illustrator and InDesign will be taught in this class. However, there is no certification for this course. Throughout this graphic design class, students will receive video tutorials preparing them for the certification exam, but will not take the certification exams until Graphic Design II. These videos will be available 24/7 on Google classroom once they are posted.

UNDERSTANDING YOUR GRADE

A Performance at this level demonstrates an in-depth understanding of content and concepts. These students make connections amongst ideas that go well beyond the obvious, solve challenging problems --with efficient and innovative strategies, communicate complex ideas insightfully, effectively and creatively.

B Students at this level demonstrate strong, solid achievement in grasping content and concepts. They display command of essential concepts, skills, and processes and make important connections between central ideas.
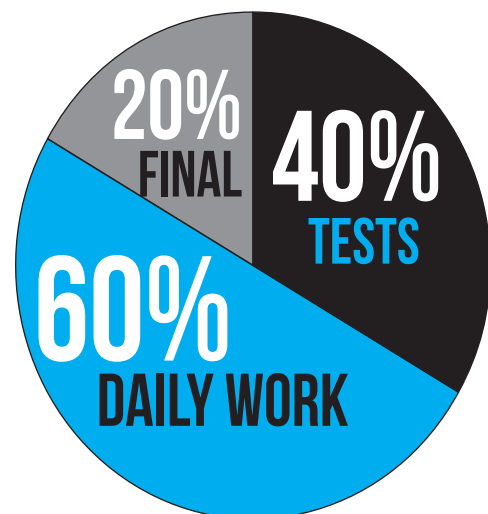
C Performance at this level demonstrates partial command of essential concepts, skills, and processes. With some direction and guidance the student can obtain a complete command of the desired goals. The communication of what they understand is adequate but sometimes rudimentary or incomplete.

F Students at this level are failing to apply basic skills and effort to their assignments.

ANATOMY OF YOUR GRADE

20% FINAL

40% TESTS

60% DAILY WORK

RULES & EXPECTATIONS

1 Students are expected to use Google classroom for turning in all electronic assignments.

2 Students will be taught extensively how to use this application on the internet. Not turning assignments in on time will result in a late grade.

3 Students must also turn in the correct file format that is requested in the assignment instructions. If student fails to turn in the correct format, there will be a late grade penalty.

4 Show up on time to class.

5 Students are expected to bring headphones. Most of the tutorials will be online in class over the software that is used to create designs.

6 If the student is absent, the student needs to approach the teacher for make-up work.

7 Students need to think outside the box, and give me their best every day.

8 Drawing tablets will be provided for student use in the classroom. Each student will be responsible for returning all-digital tablets and digital pens to their original place before the end of class.

9 Computers are to be set at the same configuration as found. No changing the desktop.

TURNING IN ASSIGNMENTS

Students will be expected to use Google Classroom for turning in all of their electronic assignments. Google Classroom will also be where students will receive feedback on their work. Not turning assignments in on time for any reason other than what is excusable under district policy will be not excused. Students will have specific instructions on how to turn in assignments, when the assignment is due, and which file format the assignment should turned in as. Students clicking "submit and done" with nothing attached will receive an automatic zero for their assignment.

OUR BRANDS

The Lab is the classroom where all of the learning and creativity happens..

BLUE FX is our student ran print shop. We create logos, advertisements, merchandise, and promotional material

Blue Threads is our custom apparel brand. We create apparel for Mansfield ISD, and also create cool designs for people to purchase.

STUDENT ORGANIZATIONS

BLUE FX Club

Community is important. BlueFX will at least meet once a month for a community event.

COMPETITIONS

SKILLS USA

Skills USA is a Career Tech competition where students compete in Advertising Design, Screen Printing, Desktop Publications, Sublimation, T-shirt design, and Pin Design. Those that would like to be selected for a team will need to compete for their spot representing our program.

OTHER

There are many competitions that will come up during the school year. Our program plans on competing in the Adobe and Vans competition this year.

INSTRUCTIONS

To ensure that parents/guardians and students are aware of the guidelines and expectations for this class, please sign, date and return this page only with your student.

STUDENT NAME

_____

Student's first & last name

PARENT CONTACT INFO

_____   _____

Parent/Guardian's First & Last Name   Phone Number

_____

Email

SIGNATURES

I have read the syllabus and I am aware of the guidelines and expectations for this class.

_____   _____

Parent/Guardian's Signature   Date

_____   _____

Student's Signature   Date