



## G-E-T High School Curriculum

### Align, Explore, Empower

Scope and Sequence

Graphic Design 2 / WTC Adobe Illustrator

Unit 1 - Type/ Creating Shapes and Altering Them

Length of Unit - #3 weeks

- Creating new documents and new shapes. Tools: Pen +/-, Shapes, Shape Builder, Lines, Direct Selection, Selection,...
- Type to Outline and altering into a new look. Learn to group, ungroup, create compound paths,...
- Learn Gradients and Fills.
- How to join paths and shapes.

In this unit, students will ...

**ELO #1: Students will know and remember information and ideas about the art around them and throughout the world and apply it to their art.**

**ELO #2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development.**

**ELO #3: Students will design and produce complex quality original images that effectively communicate and express ideas using a varied media, techniques, and processes.**

**ELO #4: Students will understand and use Adobe Illustrator to create complex designs.**

### Standards for Graphic Design 2 / WTC Adobe Illustrator

- A.12.2 Know advanced vocabulary related to their study of art
- A.12.6 Use art as a basic way of thinking and communicating about the world
- B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist
- B.12.3 Relate works of art and designed objects to specific cultures, times, and places
- B.12.4 Know how artists, designers, and cultures influence art
- B.12.5 Understand how their choices in art are shaped by their own culture and society
- B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings
- C.12.4 Use advanced design techniques to improve and/or change artwork
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources
- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design,

architecture, landscape, and media arts, such as film, photography, and multimedia

E.12.4 Communicate ideas by producing advanced visual communication forms useful in everyday life, such as sketches, diagrams, graphs, plans, and models

E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone

F.12.1 Make informed judgments about mass media, such as magazines, television, computers, and films

F.12.2 Understand visual techniques used in mass media

F.12.3 Interpret visual messages in advertisements, news, and entertainment programs

F.12.4 Recognize stereotyping in visual media

F.12.5 Understand the effects of production techniques on viewers' perceptions

F.12.6 Use a range of media techniques to create art

F.12.7 Apply a working knowledge of media production systems

F.12.8 Revise media productions based on personal reflection and audience response

Unit 2 - Creating/Recreating - Tracing Shapes and Paths & Photos

Length of Unit - #3 weeks

- Taking a scanned sketch and then tracing it with AI Tools to create a vector file. Mastering the pen and drawing tools: Blob Brush, paint brushes, pencil, pen,...
- From a Photo - Create a geometric shaped animal. Intro to Eye Dropper Tool and Color Pallet

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**ELO #3: Students will design and produce complex quality original images that effectively communicate and express ideas using a varied media, techniques, and processes.**

**ELO #4: Students will understand and use Adobe Illustrator to create complex designs.**

**ELO #5: Students will apply their knowledge of people, places, ideas, and language of art to their daily lives.**

**ELO #6: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design.**

**ELO #7: Students will make connections among the arts, other disciplines, other cultures, and the world of work.**

## Standards for Graphic Design 2 / WTC Adobe Illustrator

A.12.2 Know advanced vocabulary related to their study of art

A.12.6 Use art as a basic way of thinking and communicating about the world

B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist

- B.12.3 Relate works of art and designed objects to specific cultures, times, and places
- B.12.4 Know how artists, designers, and cultures influence art
- B.12.5 Understand how their choices in art are shaped by their own culture and society
- B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings
- C.12.4 Use advanced design techniques to improve and/or change artwork
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources
- E.12.2 Communicate ideas by producing advanced design art form
- F.12.1 Make informed judgments about mass media, such as magazines, television, computers, and films
- F.12.2 Understand visual techniques used in mass media
- F.12.3 Interpret visual messages in advertisements, news, and entertainment programs
- F.12.4 Recognize stereotyping in visual media
- F.12.5 Understand the effects of production techniques on viewers' perceptions
- F.12.6 Use a range of media techniques to create art
- F.12.7 Apply a working knowledge of media production systems
- F.12.8 Revise media productions based on personal reflection and audience response
- G.12.3 Interpret more complex meanings in challenging works of art, including media arts
- H.12.2 Know how human eyes work to see subtle changes in light, color, textures, and surfaces
- H.12.3 Use careful observation to draw, paint, and sculpt from life
- H.12.4 Create two-dimensional plans to make three-dimensional models

### Unit 3 - T-Shirt Designs & Screen Printing

Length of Unit - #3 of weeks

- Design Vector Art For T-Shirts - Screen Print Shirts (Group Work)

In this unit, students will ...

**ELO #1: Students will know and remember information and ideas about the art around them and throughout the world and apply it to their art.**

**ELO #2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development.**

**ELO #3: Students will design and produce complex quality original images that effectively communicate and express ideas using a varied media, techniques, and processes.**

**ELO #4: Students will understand and use Adobe Illustrator to create complex designs.**

**ELO #5: Students will apply their knowledge of people, places, ideas, and language of art to their daily lives.**

**ELO #6: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design.**

**ELO #7: Students will make connections among the arts, other disciplines, other cultures, and the world of work.**

## Standards for Graphic Design 2 / WTC Adobe Illustrator

- B.12.1 Demonstrate how artists and cultures throughout history have used art to communicate ideas and to develop functions, structures, and designs
- B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist
- B.12.3 Relate works of art and designed objects to specific cultures, times, and places
- B.12.4 Know how artists, designers, and cultures influence art
- B.12.5 Understand how their choices in art are shaped by their own culture and society
- B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers
- B.12.7 Understand and apply environmental and aesthetic issues to concepts related to the design of packaging, industrial products, and cities
- C.12.1 Use the elements and principles of design in sophisticated ways
- C.12.2 Understand the procedures of developing quality design
- C.12.7 Apply advanced craft and skills to consistently produce quality art
- D.12.2 Know about artists and designers, such as architects, furniture designers, critics, preservationists, museum curators, and gallery owners, in their community
- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
- D.12.4 Use basic concepts in art, such as “form follows function,” “destruction of the box,” “less is more,” balance, symmetry, integrity, authenticity, and originality
- D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics
- D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality
- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia
- E.12.3 Communicate ideas by producing popular images and objects, such as folk art, traditional arts and crafts, popular arts, mass media, and consumer products
- E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone
- F.12.1 Make informed judgments about mass media, such as magazines, television, computers, and films
- F.12.2 Understand visual techniques used in mass media
- F.12.3 Interpret visual messages in advertisements, news, and entertainment programs
- F.12.4 Recognize stereotyping in visual media
- F.12.5 Understand the effects of production techniques on viewers' perceptions
- F.12.6 Use a range of media techniques to create art
- F.12.7 Apply a working knowledge of media production systems
- F.12.8 Revise media productions based on personal reflection and audience response
- G.12.3 Interpret more complex meanings in challenging works of art, including media arts
- G.12.4 Create works of art that have complex meanings
- J.12.1 Understand the purposes and functions of art
- J.12.2 Choose materials and techniques to influence the expressive quality of art
- J.12.3 Identify ways different cultures think about art
- J.12.4 Identify ways philosophers think about art
- J.12.5 Understand their own ideas about the purposes and meanings of art
- J.12.6 Know the value of art as a basic part of being human
- J.12.7 Understand and apply art criticism and aesthetic knowledge in art and design
- J.12.8 Know concepts of beauty in different cultures
- J.12.9 Identify the differences between original artworks, reproductions, and copies

J.12.10 Reflect and talk about works of art

Unit 4 - Blends with Illustrator

Length of Unit - #2 weeks

- Create Blends with paths, shapes, and type.
- Ex: Create fruit to look photo real

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**ELO #3: Students will design and produce complex quality original images that effectively communicate and express ideas using a varied media, techniques, and processes.**

**ELO #4: Students will understand and use Adobe Illustrator to create complex designs.**

**ELO #5: Students will apply their knowledge of people, places, ideas, and language of art to their daily lives.**

**ELO #6: Students will use their imaginations and creativity to develop multiple solutions to problems, expand their minds, and create ideas for original art and design.**

**ELO #7: Students will make connections among the arts, other disciplines, other cultures, and the world of work.**

### Standards for Graphic Design 2 / WTC Adobe Illustrator

- A.12.2 Know advanced vocabulary related to their study of art
- C.12.1 Use the elements and principles of design in sophisticated ways
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings
- C.12.4 Use advanced design techniques to improve and/or change artwork
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources
- C.12.6 Experiment visually with sketches for complex solutions involving concepts and symbols
- C.12.7 Apply advanced craft and skills to consistently produce quality art
- D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality
- E.12.3 Communicate ideas by producing popular images and objects, such as folk art, traditional arts and crafts, popular arts, mass media, and consumer products
- F.4.5 Know that production techniques affect viewers' perceptions
- F.4.6 Learn simple media techniques
- F.4.7 Learn how media productions are made
- F.4.8 Learn to make changes in media production

Unit 5 - Redo a Logo / Rebranding

Length of Unit - #4 weeks

- Take an existing logo of a well known brand and create a new brand for it. New logo, new look. Learn the history of success and failure in doing so.
- Create new Logo, New Packaging, New Advertisement and commercial.

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**ELO #3: Students will design and produce complex quality original images that effectively communicate and express ideas using a varied media, techniques, and processes.**

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**ELO #5: Students will apply their knowledge of people, places, ideas, and language of art to their daily lives.**

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Standards for Graphic Design 2 / WTC Adobe Illustrator

- A.12.3 Know and recognize styles of art from their own and other parts of the world
- A.12.4 Know and recognize many styles of art from various times
- B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist
- B.12.3 Relate works of art and designed objects to specific cultures, times, and places
- B.12.4 Know how artists, designers, and cultures influence art
- B.12.5 Understand how their choices in art are shaped by their own culture and society
- B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers
- B.12.7 Understand and apply environmental and aesthetic issues to concepts related to the design of packaging, industrial products, and cities
- C.12.1 Use the elements and principles of design in sophisticated ways
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings
- C.12.4 Use advanced design techniques to improve and/or change artwork
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources
- C.12.6 Experiment visually with sketches for complex solutions involving concepts and symbols
- C.12.7 Apply advanced craft and skills to consistently produce quality art
- D.12.1 Know about the history, public art, and unique architecture of their cultural community
- D.12.2 Know about artists and designers, such as architects, furniture designers, critics, preservationists, museum curators, and gallery owners, in their community
- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
- D.12.4 Use basic concepts in art, such as "form follows function," "destruction of the box," "less is more," balance,

symmetry, integrity, authenticity, and originality

D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics

D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality

E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia

E.12.3 Communicate ideas by producing popular images and objects, such as folk art, traditional arts and crafts, popular arts, mass media, and consumer products

E.12.4 Communicate ideas by producing advanced visual communication forms useful in everyday life, such as sketches, diagrams, graphs, plans, and models

E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone

F.12.1 Make informed judgments about mass media, such as magazines, television, computers, and films

F.12.2 Understand visual techniques used in mass media

F.12.3 Interpret visual messages in advertisements, news, and entertainment programs

F.12.4 Recognize stereotyping in visual media

F.12.5 Understand the effects of production techniques on viewers' perceptions

F.12.6 Use a range of media techniques to create art

F.12.7 Apply a working knowledge of media production systems

F.12.8 Revise media productions based on personal reflection and audience response

G.12.1 Use visual images as tools for thinking and communicating

G.12.2 Know how to find the meanings in artwork

G.12.3 Interpret more complex meanings in challenging works of art, including media arts

G.12.4 Create works of art that have complex meanings

H.12.4 Create two-dimensional plans to make three-dimensional models

I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art

J.12.1 Understand the purposes and functions of art

J.12.2 Choose materials and techniques to influence the expressive quality of art

J.12.3 Identify ways different cultures think about art

J.12.4 Identify ways philosophers think about art

J.12.5 Understand their own ideas about the purposes and meanings of art

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J.12.10 Reflect and talk about works of art

Unit 6 - Personal Logo

Length of Unit - #3 weeks

- Create a personal logo and resume on your own letterhead, envelope and business card. It could be a future business or for you as a student looking for a job.

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- B.12.3 Relate works of art and designed objects to specific cultures, times, and places
- B.12.4 Know how artists, designers, and cultures influence art
- B.12.5 Understand how their choices in art are shaped by their own culture and society
- B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers
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- C.12.3 Use design to create artworks that have different meanings
- C.12.4 Use advanced design techniques to improve and/or change artwork
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources
- C.12.6 Experiment visually with sketches for complex solutions involving concepts and symbols
- C.12.7 Apply advanced craft and skills to consistently produce quality art
- D.12.1 Know about the history, public art, and unique architecture of their cultural community
- D.12.2 Know about artists and designers, such as architects, furniture designers, critics, preservationists, museum curators, and gallery owners, in their community
- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
- D.12.4 Use basic concepts in art, such as “form follows function,” “destruction of the box,” “less is more,” balance, symmetry, integrity, authenticity, and originality
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- D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality
- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia
- E.12.3 Communicate ideas by producing popular images and objects, such as folk art, traditional arts and crafts, popular arts, mass media, and consumer products



- E.12.4 Communicate ideas by producing advanced visual communication forms useful in everyday life, such as sketches, diagrams, graphs, plans, and models
- E.12.5 Continue to use the visual arts to express ideas that can't be expressed by words alone
- F.12.1 Make informed judgments about mass media, such as magazines, television, computers, and films
- F.12.2 Understand visual techniques used in mass media
- F.12.3 Interpret visual messages in advertisements, news, and entertainment programs
- F.12.4 Recognize stereotyping in visual media
- F.12.5 Understand the effects of production techniques on viewers' perceptions
- F.12.6 Use a range of media techniques to create art
- F.12.7 Apply a working knowledge of media production systems
- F.12.8 Revise media productions based on personal reflection and audience response
- G.12.1 Use visual images as tools for thinking and communicating
- G.12.2 Know how to find the meanings in artwork
- G.12.3 Interpret more complex meanings in challenging works of art, including media arts
- G.12.4 Create works of art that have complex meanings
- H.12.4 Create two-dimensional plans to make three-dimensional models
- I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art
- J.12.1 Understand the purposes and functions of art
- J.12.2 Choose materials and techniques to influence the expressive quality of art
- J.12.3 Identify ways different cultures think about art
- J.12.4 Identify ways philosophers think about art
- J.12.5 Understand their own ideas about the purposes and meanings of art
- J.12.6 Know the value of art as a basic part of being human
- J.12.7 Understand and apply art criticism and aesthetic knowledge in art and design
- J.12.8 Know concepts of beauty in different cultures
- J.12.9 Identify the differences between original artworks, reproductions, and copies
- J.12.10 Reflect and talk about works of art

Unit 9 - Portfolio

Length of Unit - 18 weeks

- Create a digital portfolio to reflect on their art and their progress. This is worked on the entire term.

ELO - Keep a record of all of their work in a portfolio. They will describe their work and reflect on what they have learned.

**Standards:**

F. VISUAL MEDIA AND TECHNOLOGY

- F.12.7 Apply a working knowledge of media production systems

E: VISUAL COMMUNICATION AND EXPRESSION

- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product design, architecture, landscape, and media arts, such as film, photography, and multimedia

A. VISUAL MEMORY AND KNOWLEDGE

A.12.1 Possess a mental storehouse of images

A.12.2 Know advanced vocabulary related to their study of art

A.12.6 Use art as a basic way of thinking and communicating about the world

B: ART AND DESIGN HISTORY, CITIZENSHIP, AND ENVIRONMENT

B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist

B.12.4 Know how artists, designers, and cultures influence art