Course: Desktop Publishing II

Grade Level: 9-12

LG 1

### **High Priority Standards**

### **NBEA Standards**

Communication

IV. Technological Communication

Achievement Standard: Use technology to enhance the effectiveness of communication.

Information Technology

Achievement Standard: Communicate in a clear, complete, concise, correct, and courteous manner on personal and professional levels.

Learning Goal	Proficiency Scale
Students will be able to create professional layouts with advanced software.	Level 4: Student demonstrates an in-depth inference or advanced application or innovates with the learning goal.
	<ul> <li>Level 3: Student demonstrates mastery with the learning goal as evidenced by:</li> <li>Modifying the software workspace to fit the need of the user</li> <li>Applying formatting attributes to text and paragraphs.</li> <li>Applying process and spot colors to a publication.</li> <li>Critiquing publications for effective design and layouts</li> <li>Differentiating between layout types and its intended purpose.</li> <li>Level 2: Student demonstrates he/she is nearing proficiency by:</li> <li>Recognizing or recalling specific vocabulary, such as: workspace,</li> </ul>

pasteboard, palettes, spread, leading, kerning, tracking, baseline shift, horizontal scale, vertical scale, skew, drop cap, paragraph formatting, master pages, guides, threading text, word wrap, spot color, process tints, gradients, swatches, transparency, blending mode.

- Performing processes such as:
  - o Identifying and illustrating uses of each tool.
  - o Identifying available templates.
  - o Describing layout types and their intended purposes.

Level 1: Student demonstrates a limited understanding or skill with the learning goal.

### **Learning Design**

### **InDesign Projects**

- 7. Most wanted poster
- 8. Candy bar wrapper
- 9. Newspaper creation
- 10. Yearbook
- 11. Community service project

**Course: Desktop Publishing II** 

**Grade Level: 9-12** 

### LG 2 Custom Graphics

## **High Priority Standards**

### **NBEA Standards**

Communication

IV. Technological Communication

Achievement Standard: Use technology to enhance the effectiveness of communication.

Information Technology

Achievement Standard: Communicate in a clear, complete, concise, correct, and courteous manner on personal and professional levels.

Learning Goal	Proficiency Scale
Students will be able to use advanced software to create custom graphics	Level 4: Student demonstrates an in-depth inference or advanced application or innovates with the learning goal.
	<ul> <li>Level 3: Student demonstrates mastery with the learning goal as evidenced by:</li> <li>Applying advanced tools and effects.</li> <li>Modifying graphics components for visibility purposes.</li> <li>Manipulating graphics with techniques such as mask, resize, crop, scale, rotate, group, and ungroup.</li> <li>Composing and placing text on photographic images such as headings, captions, and body text.</li> <li>Importing files and images from various sources.</li> <li>Applying layering techniques to manipulate or enhance graphics.</li> </ul>

Level 2: Student demonstrates he/she is nearing proficiency by:

- Recognizing and recalling specific vocabulary, such as: anchor point, baseline, dialog box, gradient, kerning, layer, mask, tool, tracking, vector graphic.
- Performing processes such as:
  - o Identifying and using each illustration tool.
  - o Modifying graphic objects for composition purposes.

Level 1: Student demonstrates a limited understanding or skill with the learning goal.

### **Learning Design**

- 1. Adobe Illustrator Unit 1: Getting Started with Illustrator (tools and functions)
- 2. Adobe Illustrator Unit 2: Creating Text and Gradients (name design)
- 3. Adobe Illustrator Unit 3: Drawing and Composing an Illustration (creating objects with the use of the pen tool)

Course: Desktop Publishing II

Grade Level: 9-12

LG 3

### **High Priority Standards**

#### **NBEA Standards**

Communication

IV. Technological Communication

Achievement Standard: Use technology to enhance the effectiveness of communication.

Information Technology

Achievement Standard: Communicate in a clear, complete, concise, correct, and courteous manner on personal and professional levels.

Learning Goal	Proficiency Scale
Students will be able to edit and compose digital images with advanced software.	Level 4: Student demonstrates an in-depth inference or advanced application or innovates with the learning goal.
	<ul> <li>Level 3: Student demonstrates mastery with the learning goal as evidenced by:</li> <li>Generating images with transparent backgrounds.</li> <li>Applying various selection tools to remove backgrounds from images.</li> <li>Applying filters to image layers and justifying the purpose and impact such filter would have on an image.</li> <li>Justifying the reason for cropping an image.</li> <li>Explaining how a color range can be identified and/or applied to an image.</li> </ul>

Level 2: Student demonstrates he/she is nearing proficiency by:

- Recognizing and recalling specific vocabulary, such as: backgroundlayer, baseline, CMYK, color range, composition, copyright, crop, drop shadow, effect, fastening points, filter, flatten, font, gradient, grayscale, kerning, layer, mask, opacity, panel, RGB, selection, swatch, toolbox, tracking, workspace.
- Performing processes such as:
- Describing copyright laws pertinent to digital media.
- Modeling layer selection techniques.
- Summarizing the functionality of various tools in the toolbox.
- Identifying the process of selecting components within layers.
- Summarizing the functionality of various Photoshop filters and effects.
- Producing text and summarizing various font and text properties.
- Describing how gradients can be applied to shapes and text.
- Summarizing the process of cropping an image.
- Describing the process of making an image transparent.

Level 1: Student demonstrates a limited understanding or skill with the learning goal.

#### **Learning Targets**

### **Adobe Photoshop projects**

- 1. Famous person selection project
- 2. Apply filters to objects and text
- 3. Creating clipping masks using various words and graphics