



**Graphic Design Technology V:
Production Lab - Lead Design and Production Teams
for Community, College, and Industry**

Course Information

Grade(s):	12
Discipline/Course:	Graphic Design Technology
Course Title:	Graphics Design Technology V: Production Lab - Lead design and production teams for Community, College, and Industry
Prerequisite(s):	Graphic Design Tech IV: Advanced Applied Graphics (Full Year), <i>or</i> Graphic Design Tech IV: Advanced Applied Graphics (Semester) with teacher’s permission or Teacher Permission (Seniors only)
Course Description: <i>Program of Studies</i>	This course, continues the progression for students interested in a career in Graphic Arts Technology. This class will prepare Seniors for careers or post-secondary programs in Graphic Design and Production. In conjunction with Graphic Design Tech IV, the course is set up as an on-site production facility with students participating in its entire operation. These advanced students become Team Leaders in a collaborative learning experience with classmates and “clients” working on individual and team projects with a focus on design and production methods. Projects produced in this course will be production work for the school, and student’s personal work, and may include publishing; laser, dye sublimation, full spectrum transfer, embroidery, stop motion and video production technology. Students will predominantly use the Adobe Creative Cloud suite.
Course Essential Questions:	<ul style="list-style-type: none"> ● What are the key considerations for different types of graphic design projects? ● What are the best practices for managing a graphic design project? ● How do you measure the success of a graphic design technology project? ● What are the challenges and opportunities of using technology in graphic design? ● How has technology changed the way that graphic design is done? ● How can graphic designers use technology to create more effective and engaging work? ● What tools and resources are needed to manage a graphic design technology project? ● How do you communicate effectively with stakeholders throughout the project lifecycle? ● How do you ensure that the project is delivered on time and within budget?

Course Enduring Understandings:	<ul style="list-style-type: none"> • Understanding the principles of design and user experience is crucial for creating effective and engaging visual communication. • Graphic design technology projects are complex and require careful planning and execution. • Effective communication and collaboration are essential to the success of any graphic design technology project. • Technology is constantly evolving, and graphic designers need to be able to adapt to new technologies and tools. • Adaptability and problem-solving skills are essential for overcoming unexpected challenges. • Measuring project success requires defining clear objectives and evaluating outcomes against those objectives.
Duration/Credit:	Full Year Course, 1 credit
Course Materials/Resources:	Adobe Creative Suite and graphics laboratory equipment and supplies
FPS Course Academic Expectation(s):	UCT: Using Communication (Media) Tools EU: Exploring and Understanding
Year at a Glance (Units)	Unit 1: Project Planning (12 weeks) Unit 2: Career research and exploration (3 weeks) Unit 3: Leadership Practices (3 weeks) Unit 4: Project Management (18 weeks)

Unit Number and Title:	Unit 1 - Project Planning
Duration:	12 weeks
Resource(s):	Adobe Creative Cloud account
Unit Overview:	Students lead a review of the procedures for operating Graphic Design equipment in the lab based on prior course experience. With their work group, students will lead the planning process to address a Graphic Design challenge for college, community or industry. Students will develop a project plan, detail all tasks required, set due dates/checkpoints, and assign roles/work from concept to completion.
Learning Goals	
Standard(s):	GDT.09 Demonstrate knowledge of concept development. GDT.12 Demonstrate application of media outputs. GDT.12.01 Develop a workflow for a project. GDT.12.02 Synthesize information collected from communications with various stakeholders. GDT.12.03 Describe project management.
Essential Question(s):	<ul style="list-style-type: none"> ● What are the key considerations for different types of graphic design projects? ● What are the best practices for managing a graphic design project? ● How do you measure the success of a graphic design technology project? ● What tools and resources are needed to manage a graphic design technology project? ● How do you communicate effectively with stakeholders throughout the project lifecycle? ● How do you ensure that the project is delivered on time and within budget? ● What graphic communications and design career opportunities are best suited to my skills and interests? ● How can I best plan for a career in Graphic Design Technology?
Enduring Understanding(s):	<ul style="list-style-type: none"> ● Understanding the principles of design and user experience is crucial for creating effective and engaging visual communication.

	<ul style="list-style-type: none"> ● Graphic design technology projects are complex and require careful planning and execution. ● Effective communication and collaboration are essential to the success of any graphic design technology project. ● Measuring project success requires defining clear objectives and evaluating outcomes against those objectives.
<p>Learning Goal(s): <i>Students will be able to use their learning to:</i> (Content/ Skills)</p>	<p>Content: (Students will know...)</p> <ul style="list-style-type: none"> ● graphic design technology vocabulary to communicate project specifications, constraints, and status. ● importance of and process for developing a project from concept thru completion. <p>Skills: (Students will be able to...)</p> <ul style="list-style-type: none"> ● explain and demonstrate safety procedures. ● formulate strategies for brainstorming and organizing content. ● identify needed resources, tools and technologies for project production. ● prepare a project plan with steps, timeline, resources and budget. ● effectively communicate project status/progress.

Unit Number and Title:	Unit 2: Career Research and Exploration
Duration:	3 weeks
Resource(s):	N/A
Unit Overview:	Students will identify graphic design technology careers of personal interest and examine needed skills and experience, as well as post-secondary education requirements. Students will go on to research how they might gain the required skills, experience, and education, including specific post-secondary programs.
Learning Goals	
Standard(s):	GDT.03 Explore careers available in the field of graphic communications and the design industry. GDT.03.01 Identify the certificates, diplomas, and degrees available. GDT.03.02 Compare and contrast careers in graphics and design, along with their education, training requirements, and salary ranges. GDT.03.03 Identify the college majors that are found in the area of graphics design and communication. GDT.03.04 List and describe professional organizations in the field of graphic design.
Essential Question(s):	<ul style="list-style-type: none"> • What graphic communications and design career opportunities are best suited to my skills and interests? • How can I best plan for a career in Graphic Design Technology?
Enduring Understanding(s):	<ul style="list-style-type: none"> • There is a wide range of career opportunities available in graphic design technology. • To be successful in graphic design technology, it is important to have a strong understanding of both design principles and technology tools and software.
Learning Goal(s): <i>Students will be able to use their learning to:</i>	Content: (Students will know...) <ul style="list-style-type: none"> • graphic design technology vocabulary needed to understand career opportunities and requirements

(Content/ Skills)	<ul style="list-style-type: none">● how to research industry career opportunities <p>Skills: (Students will be able to...)</p> <ul style="list-style-type: none">● identify career opportunities of personal interest in Graphic Design Technology● plan a route to gaining required skills, post-secondary education, and experience.
-------------------	--

Unit Number and Title:	Unit 3: Leadership Practices
Duration:	3 weeks
Resource(s):	
Unit Overview:	Students will identify and practice communication and problem solving skills required for successful project management.
Learning Goals	
Standard(s):	GDT.02 Communicate ideals using industry standard terminology GDT.02.01 Formulate written and verbal communications using industry standard terms.
Essential Question(s):	<ul style="list-style-type: none"> • What are the best practices for managing a graphic design project? • What are the challenges and opportunities of using technology in graphic design? • How do you communicate effectively with stakeholders throughout the project lifecycle?
Enduring Understanding(s):	<ul style="list-style-type: none"> • Effective communication and collaboration are essential to the success of any graphic design technology project. • Adaptability and problem-solving skills are essential for overcoming unexpected challenges.
Learning Goal(s): <i>Students will be able to use their learning to:</i> (Content/ Skills)	<p>Content: (Students will know...)</p> <ul style="list-style-type: none"> • graphic design technology vocabulary. • best practices for communication, critiquing, and problem-solving. • current technologies for solving graphic design challenges. <p>Skills: (Students will be able to...)</p> <ul style="list-style-type: none"> • effectively communicate with all stakeholders throughout the project. • provide meaningful feedback to team to keep project on track and progressing. • collaborate with work team to solve problems and overcome obstacles. • adapt to unexpected challenges.

Unit Number and Title:	Unit 4: Project Management
Duration:	18 Weeks
Resource(s):	Adobe Creative Cloud
Unit Overview:	Students will manage the production process for their
Learning Goals	
Standard(s):	<p>GDT.05 Identify and apply the elements of design</p> <p>GDT.06 Identify and apply the principles of design.</p> <p>GDT.07 Identify and apply the principles of typography.</p> <p>GDT.08 Identify and apply the principles of design to layout.</p> <p>GDT.09 Demonstrate knowledge of concept development.</p> <p>GDT.10 Demonstrate knowledge of concept image creation and manipulation.</p> <p>GDT.11 Demonstrate application of media outputs (file formats/color modes)</p> <p>GDT.12 Demonstrate application of media outputs (project production)</p> <p>GDT.13 Identify and apply the design process.</p> <p>GDT.15 Identify and produce files utilizing different digital formats.</p>
Essential Question(s):	<ul style="list-style-type: none"> ● How do you measure the success of a graphic design technology project? ● What tools and resources are needed to manage a graphic design technology project? ● How do you ensure that the project is delivered on time and within budget?
Enduring Understanding(s):	<ul style="list-style-type: none"> ● Understanding the principles of design and user experience is crucial for creating effective and engaging visual communication. ● Graphic design technology projects are complex and require careful planning and execution. ● Technology is constantly evolving, and graphic designers need to be able to adapt to new technologies and tools. ● Adaptability and problem-solving skills are essential for overcoming unexpected challenges.

	<ul style="list-style-type: none"> Measuring project success requires defining clear objectives and evaluating outcomes against those objectives.
Learning Goal(s): <i>Students will be able to use their learning to:</i> (Content/ Skills)	Content: (Students will know...) <ul style="list-style-type: none"> graphic video and animation production technologies. Skills: (Students will be able to...) <ul style="list-style-type: none"> manage a graphic design project through completion. demonstrate graphic design technology production skills. demonstrate communication and problem solving skills. measure the success of their final product against stated objectives.