



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

Second Semester

Course Information

Grade(s):	12
Discipline/Course:	Technology Education /Graphic Design Technology
Course Title:	Graphic Design Technology : Production Lab - Lead Design and Production Teams for Community, College and Industry, Semester II
Prerequisite(s):	Graphic Design Tech IV: Advanced Applied Graphics (Full Year) <i>or</i> Graphic Design Tech IV: Advanced Applied Graphics (Semester/ Grade 12 enrollment) with teacher’s permission, <i>or</i> Teacher’s Permission
Course Description: <i>Program of Studies</i>	This half year 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 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? ● What are the key considerations for different types of graphic design projects? ● How has technology changed the way that graphic design is done? ● 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?
Course Enduring	<ul style="list-style-type: none"> ● Effective communication and collaboration are essential to the success of any graphic design

Understandings:	<p>technology project.</p> <ul style="list-style-type: none"> ● Adaptability and problem-solving skills are essential for overcoming unexpected challenges. ● Technology is constantly evolving, and graphic designers need to be able to adapt to new technologies and tools. ● 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. ● Adaptability and problem-solving skills are essential for overcoming unexpected challenges. ● Technology is constantly evolving, and graphic designers need to be able to adapt to new technologies and tools. ● Measuring project success requires defining clear objectives and evaluating outcomes against those objectives.
Duration/Credit:	Semester / .5 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
Semester at a Glance (Units)	Unit 1: Leadership Practices (10 Weeks) Unit 2: Project Management (10 Weeks)

Unit Number and Title:	Unit 1: Leadership Practices
Duration:	10 weeks
Resource(s):	N/A
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? ● What are the key considerations for different types of graphic design projects? ● How has technology changed the way that graphic design is done?
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. ● Technology is constantly evolving, and graphic designers need to be able to adapt to new technologies and tools.
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>

- effectively communicate with all stakeholders throughout the project.
- provide meaningful feedback to the team to keep the project on track and progressing.
- collaborate with the work team to solve problems and overcome obstacles.
- adapt to unexpected challenges.

Unit Number and Title:	Unit 2: Project Management
Duration:	10 Weeks
Resource(s):	Adobe Creative Cloud
Unit Overview:	Students will manage the production process and final products for their creative teams.
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. ● Adaptability and problem-solving skills are essential for overcoming unexpected challenges. ● Technology is constantly evolving, and graphic designers need to be able to adapt to new technologies and tools. ● 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.