



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

First Semester

Course Information

Grade(s):	12
Discipline/Course:	Technology Education / Graphic Design Technology
Course Title:	Graphic Design Technology V: Production Lab - Lead Design and Production Teams for Community, College and Industry Half-Year, Semester I
Prerequisite(s):	Graphic Design Technology IV: Advanced Applied Graphics (Full Year) <i>or</i> Graphic Design Technology IV: Advanced Applied Graphics (Semester) with teacher's permission, <i>or</i> Teacher's Permission
Course Description: <i>Program of Studies</i>	This is a half year First Semester course which 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 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?

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. ● Measuring project success requires defining clear objectives and evaluating outcomes against those objectives. ● 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. ● 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.
Duration/Credit:	Semester/ 0.5 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: Project Planning (10 Weeks) Unit 2: Career research and exploration (10 Weeks)

Unit Number and Title:	Unit 1 - Project Planning
Duration:	10 weeks
Resource(s):	Adobe Creative Cloud
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?
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. ● Effective communication and collaboration are essential to the success of any graphic design technology project.

	<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)	<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:	10 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):	<p>GDT.03 Explore careers available in the field of graphic communications and the design industry.</p> <p>GDT.03.01 Identify the certificates, diplomas, and degrees available.</p> <p>GDT.03.02 Compare and contrast careers in graphics and design, along with their education, training requirements, and salary ranges.</p> <p>GDT.03.03 Identify the college majors that are found in the area of graphics design and communication.</p> <p>GDT.03.04 List and describe professional organizations in the field of graphic design.</p>
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"> ● 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. ● 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/ Skills)	Content: (Students will know...) <ul style="list-style-type: none"> ● graphic design technology vocabulary needed to understand career opportunities and requirements. ● how to research industry career opportunities. Skills: (Students will be able to...) <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.