

Grade 4: Graphics/Video

ESTABLISHED GOALS:		
<u>Competencies:</u> - Students will demonstrate the ability to access digital tools by using hardware and navigating software. - Students will demonstrate the ability to create images using graphic software to illustrate and communicate original ideas, designs, and art. - Students will demonstrate the ability to create videos in order to effectively communicate ideas, designs, and art. <u>Content Standards:</u> - ISTE.1.CI. Demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. - ISTE.2.CC. Use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. - ISTE.3.RIF. Apply digital tools to gather, evaluate, and use information. - ISTE.4.CT. Use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. - ISTE.5.DC. Understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. - ISTE.6.TOC. Demonstrate a sound understanding of technology concepts, systems, and operations.	Transfer	
	<i>Students will be able to independently use their learning to illustrate and communicate concepts with curated and original digital imagery.</i>	
	Meaning	
	ENDURING UNDERSTANDINGS <i>Students will understand that...</i> - images can be used to communicate thoughts, feelings, concepts, and knowledge. - images can attract attention and sustain interest. - an image can clarify and summarize text.	ESSENTIAL QUESTIONS Does imagery change the meaning of text?
	Acquisition	
	<i>Students will know...</i> - that composition, contrast, and clarity affect the viewer's ability to interpret what is being depicted within an image. - that an image they create can be used in other documents. - that they should give their work a unique, identifying title when saving. - that their work should be saved to a specific location within their account. - that images can be saved in various file formats. - that images and objects can be scaled to fit workspaces and final production platforms. <u>vocabulary:</u> drawing, painting, brush, line, shape, object, extrude, push, pull, outline, fill, canvas size, proportion, contrast, arrange, group, text wrap, Z drive (network drive), 2D file formats: (TIFF, GIF, JPEG), Video file formats: (MP4, AVI, WMV), Audio formats: (MP3, WAV, WMA)	<i>Students will be skilled at...</i> - selecting and using colors, shapes, and tools. - eliminating content that does not serve the intent of the artist. - creating images using graphics software. - capturing and editing videos and photographs. - utilizing and crediting imagery created by others. - using a mouse to click, select, move and resize objects. - using the Eraser tool. - adding text to images and videos. - using snipping and editing tools for video. - saving files. - publishing completed files.

Content Area Literacy Standards	21 st Century Skills
NOT APPLICABLE	- think creatively - work creatively with others

	• <i>communicate clearly</i> • <i>analyze media</i> • <i>create media products</i> • <i>adapt to change</i> • <i>be flexible</i>
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<i>Evaluative Criteria</i>	<i>Assessment Evidence</i>
	PERFORMANCE TASK(S):
	OTHER EVIDENCE:

<i>Summary of Key Learning Events and Instruction</i>		
<i>Science Integration</i>	<i>College, Career, and Civic Life Integration</i>	<i>Technology Integration</i>
<i>District Materials</i>	<i>Distance Learning/Field Trips</i>	<i>Technology Resources</i>

Notes:

Essential Question?: Why would an artist wish to create a complex image? Does an image have to communicate an idea to be important? What are the characteristics of an image that clearly conveys an idea?