

Grade 2: Graphics/Paint and Edit

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. <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	
	Students will be able to independently use their learning to illustrate and communicate concepts with curated and original digital imagery.	
	Meaning	
	ENDURING UNDERSTANDINGS Students will understand that... - 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 an image have to communicate an idea?
	Acquisition	
	Students will know... - that geometric shapes including circles, ovals, rectangles, squares, and triangles can be used to form the basis for images and objects. - 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 and objects can be scaled to fit workspaces and final production platforms. <u>vocabulary:</u> drawing, painting, brush, line, shape, object, outline, fill, canvas size, proportion, contrast, arrange, group, text wrap, Z drive (network drive)	Students will be skilled at... - selecting and using colors, shapes, and tools. - editing images. - combining shapes to make more complex shapes. - cutting shapes from other shapes. - creating images using graphics software. - using a mouse to click, select, move and resize objects. - using the Eraser tool. - using the Pencil, Brush, Airbrush, and Line tools to draw lines and shapes. - using the Fill tool to fill a shape with color. - using the shape tools. - saving files.

Content Area Literacy Standards	21 st Century Skills
NOT APPLICABLE	- think creatively - work creatively with others - communicate clearly - analyze media - create media products - adapt to change

	● <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?