

Course Overview/Syllabus

Design Lab

Lakewood High School

Visual Arts Phone: 732 905-3500

Design Lab is the capstone course of our Graphic Design Pathway. This level 3 class is designed for students to not only master Adobe Photoshop but also work with businesses to create actual projects. Photoshop is software that offers a virtually limitless opportunity to create digital art, from simple social media posts to billboards. It is used by professional graphic artists all over and is the worldwide standard when it comes to design software. The all-in-one tool includes a variety of functions and features to create and modify images for use in print and web media. Photoshop is so versatile that it even allows users to create paintings on the software. Digital paintings also include the various painting techniques that are present in real-life. This graphic design training course includes topics about working with the tools and user interface, working with selections, retouching, correcting, and enhancing photographs, layer basics, masking, compositing, preparing files for the web, and more. Students learn through hands-on practice and a series of creative projects. By the end of the course students will work toward obtaining their Adobe Photoshop certification.

Grading/Assessments Breakdown

° **Projects** – (80% of class grade) (2-4 per marking period) All projects are graded by meeting specific objectives and applying technical skills and incorporating creativity. - *A customized grading rubric will be available to determine how each student excelled in each area for every project.*

° **Quizzes / In class Progress** – (10% of class grade) (Progress and participation are monitored daily and quizzes are given sometime during each marking period.)

° **Activities / Class Assignments** - *Demonstration of Learning* - 5% (provided daily, but vary according to project and marking period)

° **DoNow / Sketchbook/Critiques** – 5% (sketchbooks will be checked at random many times throughout the year & critiques vary according to project)

100-90 =A

89-80 =B

79-70 =C

69-65 =D

Below 65 = F

Attendance Failure = 40

Classroom Responsibilities/Procedures

- Students must abide by school policies & regulations inside this classroom. (This includes: dress code, behavior, texting, attendance, tardiness). I fully expect that these rules will be followed *at all times*. If students fail to follow these rules, they will receive one verbal warning. If the inappropriate behavior continues, they will be disciplined according to the rules of the Student Handbook. A classroom should be a safe environment where learning is the top priority.
- Students are expected to exhibit appropriate behavior and demonstrate a positive work ethic every class from start to finish. Everyday, there will be a Do Now written on the front board, which students must begin immediately after entering the classroom. These assignments are usually to be written in supplied notebooks, which will be checked periodically by the teacher.
- All art teachers will provide as much supplies as necessary to help students complete their work as they wish. Students should not abuse or play with art supplies. They should also return any supplies that they have borrowed from the teacher. Most supplies will not be shared and if so, will be sanitized in between use.
- Homework is rarely assigned, however students are expected to complete sketches, projects, quizzes and assignments in a timely manner. If students need extra time to work or complete any assignments, they can bring work home or attend after school help which is provided. If the entire class needs extra time, accommodations will be made by the teacher.
- Students have 1 day to makeup assignments and activities for each missed day. Students have specific deadlines for projects, but have until the end of the marking period to refine their work and improve their grade. Late work will result in loss of credit.
- The art classroom should be a fun environment for all students to appreciate their own individuality and creativity. But, also respect and understand the ways others express themselves. Students will listen quietly while others are speaking.
- Students are encouraged to be confident and productive with their work and ideas as well as respect their classmates for what they have to offer. Constructive criticism should be used appropriately during group work, critiques and discussions.

Unit	Covered Material	Standards
Unit # 1 Project Setup and Interface Approx. 8 Weeks (Sept. – Nov.)	-Adobe Photoshop UI -Create a document -Navigate, organize, and customize workspace. -Use non-printing design tools -Import assets into a project. -Manage colors, swatches, and gradients. -Work with brushes, styles, and patterns.	<u>1.1.12.D.1</u> - Distinguish innovative applications of the elements of art and principles of design in visual artworks from diverse cultural perspectives and identify specific cross-cultural themes. <u>1.2.12.A.1</u> - Determine how dance, music, theatre, and visual art have influenced world cultures throughout history. <u>1.3.12.D.2</u> - Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding. <u>1.4.12.B.3</u> - Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world. <u>9.3.12.AR-VIS.1</u> - Describe the history and evolution of the visual arts and its role in and impact on society. <u>9.3.12.AR-VIS.2</u> - Analyze how the application of visual arts elements and principles of design communicate and express ideas. <u>9.3.12.AR-VIS.3</u> - Analyze and create two and three-dimensional visual art forms using various media. <u>CRP.2</u> - Apply appropriate academic and technical skills. <u>CRP.6</u> - Demonstrate creativity and innovation. <u>CRP.8</u> - Utilize critical thinking to make sense of problems and persevere in solving them. <u>CRP.11</u> - Use technology to enhance productivity.
Unit # 2 Document Manipulations Approx. 8 Weeks (Nov. – Jan.)	--Layer Designs -Destructive and non-destructive editing -Layer visibility using opacity, blending modes, and masks.	<u>1.1.12.D.1</u> - Distinguish innovative applications of the elements of art and principles of design in visual artworks from diverse cultural perspectives and identify specific cross-cultural themes. <u>1.3.12.D.2</u> - Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding. <u>1.4.12.B.3</u> - Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world. <u>9.3.12.AR-VIS.1</u> - Describe the history and evolution of the visual arts and its role in and impact on society. <u>9.3.12.AR-VIS.2</u> - Analyze how the application of visual arts elements and principles of design communicate and express ideas. <u>9.3.12.AR-VIS.3</u> - Analyze and create two and three-dimensional visual art forms using various media. <u>CRP.2</u> - Apply appropriate academic and technical skills. <u>CRP.6</u> - Demonstrate creativity and innovation. <u>CRP.8</u> - Utilize critical thinking to make sense of problems and persevere in solving them. <u>CRP.11</u> - Use technology to enhance productivity.
Unit # 3 Creating and Modifying Visual Elements Approx. 10 Weeks (Jan. – Mar.)	-Raster/Vector Designs -Manipulate Text -Make, manage, and manipulate selections -Digital Reconstructions -Publishing Digital Media for Consumers	<u>1.1.12.D.1</u> - Distinguish innovative applications of the elements of art and principles of design in visual artworks from diverse cultural perspectives and identify specific cross-cultural themes. <u>1.1.12.D.2</u> - Translate literary, musical, theatrical, and dance compositions by using them as stimulus/inspiration for corresponding visual artworks. <u>1.2.12.A.1</u> - Determine how dance, music, theatre, and visual art have influenced world cultures throughout history. <u>1.3.12.D.2</u> - Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding. <u>1.4.12.B.3</u> - Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world. <u>9.3.12.AR-VIS.1</u> - Describe the history and evolution of the visual arts and its role in and impact on society. <u>9.3.12.AR-VIS.2</u> - Analyze how the application of visual arts elements and principles of design communicate and express ideas. <u>9.3.12.AR-VIS.3</u> - Analyze and create two and three-dimensional visual art forms using various media. <u>CRP.2</u> - Apply appropriate academic and technical skills. <u>CRP.6</u> - Demonstrate creativity and innovation. <u>CRP.11</u> - Use technology to enhance productivity.
Unit # 4 Media Approx. 10 Weeks (Mar. – May)	-Image Collage Manipulations -Digital Painting/drawing -Typography in design -Company outreach/work study	<u>1.1.12.D.1</u> - Distinguish innovative applications of the elements of art and principles of design in visual artworks from diverse cultural perspectives and identify specific cross-cultural themes. <u>1.3.12.D.2</u> - Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding. <u>1.4.12.B.3</u> - Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world. <u>9.3.12.AR-VIS.1</u> - Describe the history and evolution of the visual arts and its role in and impact on society. <u>9.3.12.AR-VIS.2</u> - Analyze how the application of visual arts elements and principles of design communicate and express ideas. <u>9.3.12.AR-VIS.3</u> - Analyze and create two and three-dimensional visual art forms using various media. <u>CRP.2</u> - Apply appropriate academic and technical skills. <u>CRP.6</u> - Demonstrate creativity and innovation. <u>CRP.8</u> - Utilize critical thinking to make sense of problems and persevere in solving them. <u>CRP.11</u> - Use technology to enhance productivity.
Unit # 5 Capstone Approx. 4 Weeks (May – June)	-Company outreach/work study -Print Media -Digital Submissions for clientele -Artist Portfolio Design and Brag Sheet -Art Show Prep	<u>1.1.12.D.1</u> - Distinguish innovative applications of the elements of art and principles of design in visual artworks from diverse cultural perspectives and identify specific cross-cultural themes. <u>1.3.12.D.2</u> - Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding. <u>1.3.12.D.3</u> - Organize an exhibit of personal works of visual art that convey a high level of understanding of how the expression of ideas relates to the art media, art mediums, and techniques used. <u>1.4.12.B.3</u> - Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world. <u>9.3.12.AR-VIS.2</u> - Analyze how the application of visual arts elements and principles of design communicate and express ideas. <u>9.3.12.AR-VIS.3</u> - Analyze and create two and three-dimensional visual art forms using various media. <u>CRP.2</u> - Apply appropriate academic and technical skills. <u>CRP.6</u> - Demonstrate creativity and innovation. <u>CRP.8</u> - Utilize critical thinking to make sense of problems and persevere in solving them. <u>CRP.11</u> - Use technology to enhance productivity.