

Course Overview/Syllabus

Graphic Design

Lakewood High School

D 207

I would like to take this opportunity to welcome you to the digital photography program at Lakewood High School. This is an excellent opportunity for students to get an introduction to basic concepts for acquiring digital images and the process of manipulating the images through the use of Adobe Photoshop software. Students will have hands-on learning with Photoshop to make selections, crop images, use paint, editing tools, filters, layers styles, adjustments, and effects. Students will produce a portfolio of digital photographic work. Students will use problem solving to develop artworks. Students will critique their artwork based on the elements of art and principles of design.

Grading/Assessments Breakdown

° Projects – (80% of class grade) (3-8 per marking period) All projects are graded by meeting specific objectives. A grading rubric will be available and determine how each student excelled in each area depending on the project.

° Quizzes / In class Progress – (10 % of class grade) (Progress and participation are monitored daily and quizzes are given throughout the marking period.)

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

° Sketching / Critiques / Homework – 5% (vary according to project)

100-90 = A

89-80 = B

79-70 = C

69-65 = D

Below 64 = F

Classroom Responsibilities/Requirements

- 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. Occasionally, there will be class assignments/question/discussion topics 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.
- 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.
- 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. 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.
- The art classroom should be a fun environment for all students to appreciate their own individuality and creativity. Students are free to travel throughout the classroom at their own leisure only to get supplies, research material and/or to assist classmates when needed. Otherwise, students must get teacher approval.

General Rules:

- Students are to handle all class equipment, (including computers, cameras, lights, etc.) with CARE.
- Cell phones, headphones, I-pods, etc. will **not** be allowed in class. (Either in the classroom or outside, when shooting)
- Students are to avoid shooting photos in or near other classrooms so they will not disrupt the teaching and learning of others.
- Students are **not** permitted to leave the school campus during class time to shoot photos.
- Food and beverages are **not** permitted in the classroom at any time.
- Class lab time is expected to be spent working on assignments. Students will not be allowed to defer shooting photos, or editing photos until a later time.
- Photos taken at home may only be counted for extra credit when applicable and on a limited basis, and then only if a student has completed all of the other assignments for the class.

Unit	Covered Material	Standards
Unit # 1 Approx. 4 Weeks (Sept. – Oct.)	Introduction/ Basics of Shooting With a Digital Camera *Procedures *Integration with Computer	<p><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.</p> <p><u>1.2.12.A.1</u> - Determine how dance, music, theatre, and visual art have influenced world cultures throughout history.</p> <p><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.</p> <p><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.</p> <p><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.</p> <p><u>9.3.12.AR-VIS.2</u> - Analyze how the application of visual arts elements and principles of design communicate and express ideas.</p> <p><u>9.3.12.AR-VIS.3</u> - Analyze and create two and three-dimensional visual art forms using various media.</p> <p><u>CRP.2</u> - Apply appropriate academic and technical skills.</p> <p><u>CRP.6</u> - Demonstrate creativity and innovation.</p> <p><u>CRP.8</u> - Utilize critical thinking to make sense of problems and persevere in solving them.</p> <p><u>CRP.11</u> - Use technology to enhance productivity.</p>
Unit # 2 Approx. 10 Weeks (Oct. – Dec.)	Introduction to Adobe Photoshop *File Formatting *Basic Toolbar Functions *Layers *Implementation of Text & Fonts	<p><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.</p> <p><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.</p> <p><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.</p> <p><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.</p> <p><u>9.3.12.AR-VIS.2</u> - Analyze how the application of visual arts elements and principles of design communicate and express ideas.</p> <p><u>9.3.12.AR-VIS.3</u> - Analyze and create two and three-dimensional visual art forms using various media.</p> <p><u>CRP.2</u> - Apply appropriate academic and technical skills.</p> <p><u>CRP.6</u> - Demonstrate creativity and innovation.</p> <p><u>CRP.8</u> - Utilize critical thinking to make sense of problems and persevere in solving them.</p> <p><u>CRP.11</u> - Use technology to enhance productivity.</p>
Unit # 3 Approx. 10 Weeks (Dec. – Feb.)	Principles of Photographic Composition Suggested projects: Portraits Still life Landscape Cityscape Contrast Black & White Natural vs. arranged lighting	<p><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.</p> <p><u>1.1.12.D.2</u> - Translate literary, musical, theatrical, and dance compositions by using them as stimulus/inspiration for corresponding visual artworks.</p> <p><u>1.2.12.A.1</u> - Determine how dance, music, theatre, and visual art have influenced world cultures throughout history.</p> <p><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.</p> <p><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.</p> <p><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.</p> <p><u>9.3.12.AR-VIS.2</u> - Analyze how the application of visual arts elements and principles of design communicate and express ideas.</p> <p><u>9.3.12.AR-VIS.3</u> - Analyze and create two and three-dimensional visual art forms using various media.</p> <p><u>CRP.2</u> - Apply appropriate academic and technical skills.</p> <p><u>CRP.6</u> - Demonstrate creativity and innovation.</p> <p><u>CRP.8</u> - Utilize critical thinking to make sense of problems and persevere in solving them.</p> <p><u>CRP.11</u> - Use technology to enhance productivity.</p>
Unit # 4 Approx. 10 Weeks (Feb. – Apr.)	Advanced Photoshop Techniques * Advanced Toolbar Functions * Editing and Manipulation * Filters & Effects Suggested projects: Magazine Cover Design Advertisement for product	<p><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.</p> <p><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.</p> <p><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.</p> <p><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.</p> <p><u>9.3.12.AR-VIS.2</u> - Analyze how the application of visual arts elements and principles of design communicate and express ideas.</p> <p><u>9.3.12.AR-VIS.3</u> - Analyze and create two and three-dimensional visual art forms using various media.</p> <p><u>CRP.2</u> - Apply appropriate academic and technical skills.</p> <p><u>CRP.6</u> - Demonstrate creativity and innovation.</p> <p><u>CRP.8</u> - Utilize critical thinking to make sense of problems and persevere in solving them.</p> <p><u>CRP.11</u> - Use technology to enhance productivity.</p>
Unit # 5 Approx. 6 Weeks (Apr. – Jun.)	Combining Photography and Photoshop with Other Media *Prepping and Developing Art Portfolio/Gallery Display *Developing a Digital Portfolio	<p><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.</p> <p><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.</p> <p><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.</p> <p><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.</p> <p><u>9.3.12.AR-VIS.2</u> - Analyze how the application of visual arts elements and principles of design communicate and express ideas.</p> <p><u>9.3.12.AR-VIS.3</u> - Analyze and create two and three-dimensional visual art forms using various media.</p> <p><u>CRP.2</u> - Apply appropriate academic and technical skills.</p> <p><u>CRP.6</u> - Demonstrate creativity and innovation.</p> <p><u>CRP.8</u> - Utilize critical thinking to make sense of problems and persevere in solving them.</p> <p><u>CRP.11</u> - Use technology to enhance productivity.</p>