

Course Title:	Graphic Arts I
Grade(s):	9-12

Course Description
Graphic Arts I is an introductory course that provides students with experiences in the practical application of imaginative ideas in the graphics field. The emphasis is on creative thinking, problem solving, and visual communication. Through a variety of explorative projects, students learn basic skills to produce a strong piece of design. This course offers students an opportunity to learn the methods and thinking processes of a graphic artist. The projects in this class will help students produce effective and well-done projects for themselves and in other subjects. Students work both traditionally and on the computer in creating their work.
Approved Curricular Materials/Textbook(s)

Unit Title	Unit Description (Include Unit Objectives)	Unit Pacing
Unit 1: Elements and Principles/History	Goal: To understand the Elements of Art. Objectives: - Identify the different elements of art - Discuss how the elements of art are used - Reflect on strong uses of the elements of art Essential Question: - Why would a designer want to understand how to use the elements of art?	3 weeks
Unit 2: Line and Message	Goal: To understand the element of Line/Mark as a mode to communicate. Objective: Explore different approaches to making a line	4 weeks

	• Discuss how artists have used line to convey a message • Display understanding of line as a mode to communicate • Reflect on how line can be used by designers Essential Question: • Why would a designer want to understand how to use the Element of Line?	
Unit 3: Shape and Space/Logo	Goal: To understand Shape and Space and how to expand on the principles of Balance and Contrast. Objectives: • Identify different shapes and spaces in a work of art • Identify 3 aspects of balance in a work • Describe how contrast is used in a work Essential Question: • What role can simple shapes and space play in creating a dynamic piece of artwork?	3 ½ weeks
Unit 4: Art Nouveau	Goal: To understand how to use the principles of design in a well-designed format. To understand the Art Nouveau movement. Objectives: • Identify the principles of Movement, Variety, Pattern, and Emphasis • Discuss how Contrast and Balance play a role in design • Interpret how focal point engages the viewer • Design a strong working Art Nouveau presentation • Investigate how social changes impact the arts Essential Question: How can the principles of design and the ideas of the Art Nouveau movement work together to create visually engaging artwork?	4 weeks
Unit 5: Reductive Process/ Scratchboard/Posters	Goal: To understand the reductive process and how it can be used to create dynamic pieces of art.	4 weeks

	Objectives: • Identify different types of reductive processes • Explore at least 2 reductive processes (in action) • Reflect on the idea of line, value, texture, and spacing in artwork • Display creative exploration of an illustration using the reductive process Essential Question: • What is the role of value and texture in a design?	
Unit 6: Quill Pen/Illuminated Manuscripts	Goal: To understand the history and design methods used in Illuminated Manuscripts and initial letters. Objectives: • Explore the early history of Illuminated Manuscripts • To recognize initial letters and how they are used in a creative way • To demonstrate the ability to use design principles in letter design • To reflect on the importance of using techniques to create a piece of artwork • To examine how artists can combine two ideas in a unique way Essential Question: • Why would an artist want to mix text and object in a design?	4 weeks
Unit 7: Portfolio Presentation	Goal: To understand the creation and discussion of an artist's portfolio. Objectives: • Identify different approaches to portfolio and artist statement creations • Discuss how artists have used portfolios to grow as artists • Display a comprehensive portfolio • Discuss how each artist has presented their portfolio Essential Question: • How does creating a portfolio help an artist grow?	1 week