

Course Title:	Digital Art
Grade(s):	8th Grade

Course Description
Drawing from both traditional and contemporary sources, students learn to develop and adapt artwork utilizing various digital tools and programs, namely Adobe Photoshop. This course meets every other day for a semester.
Approved Curricular Materials/Textbook(s)

Unit Title	Unit Description (Include Unit Objectives)	Unit Pacing
Unit 1: Introduction and Typography	Students will review basic color theory, Elements of Art, and Principles of Design. Then, students will begin to learn about typography and its applications. Students will: • Learn about typefaces and identify different styles that they will draw from to develop their own font. • Begin practicing and utilizing basic computer skills alongside program-specific tools, such as saving images to their desktop, opening and saving work in Photoshop, and identifying different file types. • Create and edit multiple file layers in Photoshop, utilizing the Eraser and Magic Wand tools to create a clean template of their font. • Save a .JPEG of their work for upload.	Approx. 3 weeks
Unit 2: Logos	Students will develop a personal logo utilizing letters or characters from the font they created. Students will: • Reduce their template to just the letters/characters for their logo and	Approx. 2 weeks

	finalize their design. • Refine their logo by utilizing shape tools to recreate their initial design. • Upload their final design.	
Unit 3: Business Card	Students will design a business card featuring the logo that they have developed. Students will: • Design a double-sided card for printing using their logo. They will create a document with specific sizing and utilize a background along with additional images or shapes and text in this project. • Upload their final work and reflect upon the project from font to business card, discussing the tools they used and the success of their work overall.	Approx. 2 weeks
Unit 4: Drawing with the Shape Tool	Students will further practice using layers and the shape tool by choosing an animal or object to be the subject for their 'drawing.' Students will: • Explore the layer program and how an artist can use this as an effective tool for creating digital work. • Highlight, adjust, and place images on a defined space, working on the basic design ideas of hierarchy and placement. • Create, discuss, and reflect on their work as well as their peers.	Approx. 3 weeks
Unit 5: Student Climate Poster	Students will expand on their digital library by creating a poster designed around climate change. Students will: • Design a poster around the concept of climate change, expanding on the tool use they have begun in the digital programs. • Research other poster uses and decide on a format that provides the strongest climate message for their poster. • Create, present, and reflect upon their work and their peers' work.	Approx. 4 weeks
Unit 6: Final Project: Individual Logo/ Poster Design	Students will culminate their digital experience by making an individualized logo and poster design around themselves.	Approx. 4 weeks

	Students will: • Use all the experience from the class to create a personalized logo and poster, and explore the basic ideals of strong graphic presentation. • Research a contemporary graphic/digital artist to expand ideas on their final design. • Create, discuss, and reflect on their poster and logo design, as well as how their peers' work explores the graphic principles explored during the class.	
--	--	--