

**Graphic Design & Illustration**  
**Teacher: Mrs. Kabrina Lawrence**  
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**2026-2027**

**Course Description:**

This course introduces you to careers in Graphic Design and Illustration, and it spans all aspects of the advertising and visual communications industry. Within this context, in addition to developing knowledge and skills needed for success in the Arts, Audio/Visual Technology and Communications career cluster, students will be expected to develop an understanding of the industry with a focus on fundamental elements and principles of visual art and design. This course produces the school yearbook as its major published project. Refer to yearbook contract.

**Knowledge and Skills:**

- Digital Citizenship
- History of Art and Design
- Color Theory & Design Principles
- Layout and Design
- Photography
- Professional Communication & Sales
- Career Preparation
- Explore Opportunities Available in GDI Industry
- Software: Adobe Photoshop, Illustrator, and InDesign

**Grading Policy:**

Points will be deducted for all late work, and students will be informed of this with each assignment. (1 day: -15 pts., 2 days: -30 pts. No work accepted after two days late). When a student is absent he/she will have the number of days missed to make up work. It will be the responsibility of the student to find out what make up work needs to be completed upon returning to school.

**Grading Standards and Methods:**

The average for each grading period will be comprised of the following:

- Test Grades: **40%** - Test, major projects, and Writing Across the Curriculum assignments
- Classwork/Homework Grades: **40%** - Notes, worksheets, daily assignments/activities
- Quizzes- **20%** - Quizzes, pop quizzes, and mini-projects
- Not all work is graded: some is simply practice/review but still **MUST** be completed.

**Supply List for GDI:**

1. **Computer compatible ear buds**
2. Folder (any color) & a composition book (any color)
3. Blue or black ink pens and/or pencil - (All quizzes and tests **MUST** be completed in blue or black ink.)
4. Notebook paper (college or wide ruled)
5. Additional supplies may be needed throughout the year.

## Classroom Expectations:

- **Respect** for everyone and everything!
- Be on-time and ready to work. We will use the desktop computers for all assignments.
- Work independently and cooperatively. (Write legibly.)
- Participate in class activities. (You get what you give!)
- Conduct yourself in a professional manner.
- Plagiarism and cheating will not be tolerated!
- All **CELL PHONES** (and other electronic devices) must be hidden inside your backpack or purse at **ALL** times. They should be turned **OFF** (including alarms). No exceptions! **(This includes smart watches and earbuds.)** Refer to District Cell Phone Policy.
- Backpacks are to be placed in the teacher-designated area the entire period. You will **NOT** be allowed to access your backpack during class.
- No food or drink allowed!
- Abide by all rules and expectations outlined in the student handbook and classroom policies.

## GDI | TEKS — Overview (Based on the current TEKS found in 19 TAC Chapter 127, §§127.184-127.185)

- **Career and industry awareness**
  - Explore careers in graphic design, illustration, advertising, and visual communications.
  - Research career opportunities and qualifications.
  - Develop an understanding of the graphic design and illustration industry.
- **Art and design history**
  - Study the history of visual arts and design.
  - Examine artwork from different cultures.
  - Compare modern visual-art technologies with historical technologies.
- **Design principles**
  - Understand and apply the elements and principles of art and design.
  - Apply design concepts across various mediums
- **Typography**
  - Apply typography appropriately in design projects.
  - Understand how type contributes to communication and visual appearance.
- **Drawing and illustration**
  - Practice anatomical figure drawing.
  - Develop one-point, two-point, and multi-point perspective.
  - Create original two- and three-dimensional designs.
- **Color**
  - Apply color effectively in graphic design projects.
  - Select colors that support the purpose and communication of a design.
- **Printing**
  - Apply basic printing concepts.
  - Understand how designs are prepared for print applications.
- **Design process**
  - Create designs for specific applications and audiences.
  - Use a creative design process to develop original work.

- Revise and improve designs based on evaluation and feedback.
- **Critique and evaluation**
  - Interpret and evaluate design decisions.
  - Justify artistic choices.
  - Participate in oral and written critiques.
  - Give and respond to constructive feedback.
- **Technology skills**
  - Use technology applications for art and design projects.
  - Use appropriate digital tools, file management, and presentation applications.
  - Apply cyber-safety procedures.
- **Professional skills**
  - Practice communication, teamwork, leadership, and conflict-management skills.
  - Develop planning and time-management skills.
  - Build skills that support future employment and career development.
- **Ethics and copyright**
  - Respect intellectual property.
  - Apply copyright and fair-use concepts.
  - Protect client confidentiality and sensitive information.
  - Follow acceptable-use policies and professional etiquette.

## **Graphic Design & Illustration I Lab**

- Provides hands-on application of Graphic Design and Illustration I concepts.
- Must be taken concurrently with Graphic Design and Illustration I.
- Students practice:
  - Professional and employability skills
  - Graphic design technology
  - Design principles
  - Typography
  - Composition
  - Figure drawing
  - Perspective
  - Color
  - Printing concepts
  - Design critiques
  - Original two- and three-dimensional projects
- Students are expected to maintain a career portfolio containing work samples and other career-related information.