

Advanced Graphic Design & Illustration II with Lab YAG

Graphic Design and Illustration II + Graphic Design and Illustration II Lab | 36 Weeks

TEKS Abbreviations: GDII: = Graphic Design and Illustration II; LAB: = Graphic Design and Illustration II Lab. The 12-unit sequence is aligned to the course and lab TEKS, integrates the Lab as extended one-to-one computer/design-production time, and reserves Weeks 18 and 36 for cumulative semester exams. ACCESS may support career exploration, employability, certification, portfolio development, and entrepreneurship.

GP	Wks	Unit & Focus	Major Learning Tasks & Assessments	Integrated TEKS	Extension Activities
1	1-2	Unit 1 – Career Readiness & Industry Mastery	• Research advanced graphic design/illustration careers, training, certifications and employment opportunities • Develop/update resume, application letter, interview skills and career portfolio • Compare employment opportunities and professional expectations • Establish advanced studio workflow, cyber safety, acceptable-use and professional ethics	• GDII: 1(A-E), 5, 7(A-E), 8 • LAB: 1(A-E), 5, 6(A-D), 7	• ACCESS: career/certification research • Professional association/CTSO connection • Portfolio baseline review
1	3-5	Unit 2 – Design Systems, History & Technical Application	• Analyze and summarize the history/evolution of graphic design, illustration and related visual-communication fields • Apply advanced design vocabulary and written communication • Use mathematics for dimensions, scale, proportion, production specifications and layout • Apply technology applications and efficient digital workflow to advanced projects • Interpret and justify design decisions using historical/technical context	• GDII: 2(A-B), 4, 8, 9(A,C) • LAB: 2(A-B), 3(A-G), 4, 7, 8, 9(C)	• Design-history case study • Historical-style reinterpretation • Technical specification exercise
1	6-9	Unit 3 – Critique & Advanced Problem-Solving	• Employ critical thinking independently and collaboratively to solve complex design problems • Use a formal critical method to evaluate professional/student designs • Write and present design defenses using appropriate technical vocabulary • Revise work based on critique, audience, purpose and design constraints • Demonstrate art elements/principles in advanced design solutions	• GDII: 2(A-B), 3(A-B), 9(A-C) • LAB: 2(A-B), 3(A-G), 8, 9(A-C)	• Critique roundtable • Design-revision challenge • Client-feedback simulation
2	10-12	Unit 4 – Leadership in Design Teams	• Employ leadership, teamwork, conflict-management and mentoring skills • Conduct/participate in production meetings with agendas, roles and deliverables • Adapt communication to diverse audiences and demonstrate active listening/public relations • Manage project schedules, responsibilities and digital assets in collaborative workflows	• GDII: 3(A-B), 6(A-D), 8 • LAB: 3(A-G), 4, 7	• Creative-director rotation • Team production sprint • Mentoring reflection
2	13-15	Unit 5 – Advanced Design Projects	• Respond to defined advanced design applications using a complete creative process • Interpret, evaluate and justify design decisions	• GDII: 2(A-B), 3(A-B), 8, 9(A-C)	• Advanced campaign/project • Print-production proof

			• Apply elements/principles, typography, composition and effective color • Create advanced 2-D/3-D work incorporating figure drawing and perspective where appropriate • Apply printing concepts and prepare work for professional output	• LAB: 2(A–B), 3(A–G), 7–10(A–H)	• Portfolio-quality revision
2	16–17	Unit 6 – Ethical & Societal Impact	• Apply copyright, intellectual-property, acceptable-use and ethical-conduct expectations • Analyze the impact of advertising and visual communication on society • Evaluate ethical issues involving AI/digital manipulation, representation, privacy and source material • Develop an ethical/legal rationale for a design project and revise as needed	• GDII: 3(A–B), 5, 7(A–E), 9(A–B) • LAB: 3(A–G), 5, 6(A–D), 8–9	• Copyright/fair-use case study • Visual communication ethics debate • Ethical design guide
2	18	Semester 1 Exam – Advanced Graphic Design & Lab	• Cumulative written/performance assessment • Advanced design problem with critique/defense • Career portfolio checkpoint	• Cumulative: GDII: 1–9; LAB: 1–10	• Targeted remediation/enrichment
3	19–21	Unit 7 – Portfolio Curation & Professional Presentation	• Audit, curate and revise portfolio work for quality, range and professional relevance • Write project descriptions, rationales and reflective statements • Organize digital/physical portfolio using technology applications • Deliver formal/informal portfolio presentations and respond to critique • Align portfolio evidence to career goals and employment expectations	• GDII: 1(C–E), 2(A), 8, 9(A–B) • LAB: 1(C–E), 2(A), 3(A–G), 4, 7–9	• ACCESS: resume/portfolio tools • Industry-style portfolio review • Professional bio
3	22–24	Unit 8 – Specialized Design Applications	• Complete advanced work in selected applications such as branding, illustration, publication, packaging, environmental or digital design • Apply elements/principles, typography, composition, figure drawing, perspective and color as appropriate • Use printing concepts and professional output specifications • Critique and justify design decisions for audience, purpose and application	• GDII: 2(A–B), 3(A–B), 8, 9(A–C) • LAB: 2(A–B), 3(A–G), 7–10(A–H)	• Specialization mini-series • Competition/CTSO option • Advanced software technique
3	25–27	Unit 9 – Client & Freelance Simulations	• Interpret a client brief and gather requirements through professional communication • Create project scope, timeline, deliverables and production plan • Develop multiple concepts, present proposals and incorporate client feedback • Apply copyright/IP, professional etiquette and public-relations skills • Complete final deliverables and evaluate client satisfaction	• GDII: 1(B–E), 3(A–B), 6(A–D), 7(A–E), 8, 9(A–C) • LAB: 1(B–E), 3(A–G), 4–9, 10(A–H)	• Community/simulated client project • Freelance proposal/invoice extension • Client presentation
4	28–30	Unit 10 – Entrepreneurship & Innovation	• Explore freelance, agency, in-house and entrepreneurial design models • Compare employment and self-employment opportunities • Develop personal brand, service offering and professional marketing materials	• GDII: 1(A–E), 3(A–B), 7(A–E), 8, 9(A–C) • LAB: 1(A–E), 3(A–G), 4–10(A–H)	• ACCESS: entrepreneurship/career tools • Personal brand package

			• Apply ethical/legal practices and analyze societal impacts of emerging design technologies • Create an innovation-focused design solution and pitch		• Innovation pitch
4	31-33	Unit 11 - Final Project Development	• Select an authentic/simulated design problem and define audience, purpose, constraints and success criteria • Research, ideate, sketch and prototype multiple solutions • Develop final work using advanced elements/principles, typography, composition and color • Incorporate figure drawing, perspective and printing concepts where appropriate • Conduct iterative critique, defend decisions and manage production timeline	• GDII: 2(A-B), 3(A-B), 5, 7(A-E), 8, 9(A-C) • LAB: 2(A-B), 3(A-G), 5-10(A-H)	• Capstone client brief • Industry mentor critique • Production milestone review
4	34-35	Unit 12 - Exhibition & Professional Review	• Finalize capstone and portfolio for exhibition • Prepare exhibit/display and professional presentation materials • Deliver formal presentation and oral/written defense of design decisions • Participate in professional critique and document revisions/reflection • Update career portfolio, resume and next-step education/employment plan	• GDII: 1(A-E), 2(A), 6(A-D), 8, 9(A-C) • LAB: 1(A-E), 2(A), 3(A-G), 4, 7-10(A-H)	• Graphic design exhibition • Industry review panel • ACCESS: next-step planning
4	36	Semester 2 Exam & Advanced Graphic Design Showcase	• Cumulative written/performance assessment • Final capstone and portfolio evaluation • Reflection on advanced technical, creative and career-readiness growth	• Cumulative: GDII: 1-9; LAB: 1-10	• Stakeholder showcase and recognition

Advanced Graphic Design & Illustration II with Lab TEKS Coverage Checklist

Graphic Design and Illustration II – GDII:

Strand	Student Expectations	YAG Placement	Coverage
GDII: 1	GDII: 1(A-E)	Units 1,7,9-10,12	100%
GDII: 2	GDII: 2(A-B)	Units 2-3,5,8,11-12	100%
GDII: 3	GDII: 3(A-B)	Units 3-6,8-11	100%
GDII: 4	GDII: 4	Unit 2	100%
GDII: 5	GDII: 5	Units 1,6,11	100%
GDII: 6	GDII: 6(A-D)	Units 4,9,12	100%
GDII: 7	GDII: 7(A-E)	Units 1,6,9-11	100%
GDII: 8	GDII: 8	Units 1-5,7-12	100%
GDII: 9	GDII: 9(A-C)	Units 2-12	100%

Graphic Design and Illustration II Lab – LAB:

Strand	Student Expectations	YAG Placement	Coverage
LAB: 1	LAB: 1(A-E)	Units 1,7,9-10,12	100%
LAB: 2	LAB: 2(A-B)	Units 2-3,5,8,11-12	100%
LAB: 3	LAB: 3(A-G)	Units 2-12	100%
LAB: 4	LAB: 4	Units 1-2,4,7,9-10,12	100%
LAB: 5	LAB: 5	Units 1,6,11	100%
LAB: 6	LAB: 6(A-D)	Units 1,6,9-11	100%
LAB: 7	LAB: 7	Units 1-5,7-12	100%
LAB: 8	LAB: 8	Units 2-12	100%
LAB: 9	LAB: 9(A-C)	Units 2-12	100%
LAB: 10	LAB: 10(A-H)	Units 5,8-12	100%

Implementation Notes

- Graphic Design and Illustration II requires Graphic Design and Illustration I. Graphic Design and Illustration II Lab must be taken concurrently with Graphic Design and Illustration II and may not be taken as a stand-alone course; districts are encouraged to schedule the lab consecutively with the course.
- The Lab is treated as extended one-to-one computer and production time for advanced design applications, critiques, portfolio work, client/freelance simulations, specialized projects, and the culminating capstone/exhibition.
- Current numbering is §127.186 and §127.187. Current Level 3/4 CTE employability skills under §127.15(d)(2) should be integrated throughout professional behaviors, communication, collaboration, problem solving, leadership, ethics, productivity, career preparation, and portfolio development.