Reynolds High School
Exploring Graphic Design
Syllabus Updated: 9/1/24

Teacher: Carson Abbert (He/Him/His)
Master of Education, Portland State University
Bachelor of Fine Arts, Cleveland Institute of Art, Ohio

Room #: A-11
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Required Materials
Planner, Headphones/Earbuds, RHS ID, paper & pencil

Prerequisite: None
Length: One semester/.5 credit

Course Description: Exploring Graphic Design is an introductory course in graphic design.

> **You will:**
> - **Get to know GRAPHIC DESIGN as a form of self-expression and as a career option.**
> - Create designs that have STYLE and a professional look.
> - Learn the Elements of Art
> - Acquire an understanding of Adobe's Express, Photoshop & Illustrator.
> - Strengthen your **CREATIVITY!**

Course Requirements: Students will be learning about the basics of graphic design with the use of iMac computers and graphic design software. Students will create hand-drawn and digitally-made designs for assignments or projects. Students are to maintain regular daily attendance. **If a day(s) are missed, then student is to access their Schoology course from their Chromebook to familiarize themselves with missed content and possibly complete assignment, if appropriate.**

Student Expectations
1. **Be Safe. Be Kind. Be Engaged.**
2. **Cell/Smartphone Use** –OFF AND AWAY usually. Use of a smart phone is at Mr. Abbert's discretion.
3. **Ear Buds/Air Pods/Headphones** –OFF & OUT OF EARS during teacher instruction & partner/group activities.
4. **Students who do not maintain a passing grade** may be required to check their phone into a secure area.
5. Food and drink in EATING ZONE ONLY. No food or beverages by computers.

Course Schedule
Note: Schedule and assignments may be adjusted during semester.

Month	Units/Topics	Assignments/Projects
Sept.	Graphic Design - Defined Sketching & Digital Drawing Graphic Design Computer Basics: 1. The Cloud: OneDrive 2. Keyboard Shortcuts 3. Drawing tablet basics Shoe Design	• What is Graphic Design? • Brain Dump Activities • Shoe Design • Brain Dump Poster
October-Nov.	Design Basics: 1. Elements of Art 2. Photoshop Shape Tool & Intertwine Tool 3. Logos	• World of Shapes Project • Initials Logo Design (Photoshop)
November	Sticker Design	• V.I.P. Stickers Project

	Generative Fill Tools	• Art Criticism/Talk (Class Discussion)
December	Illustrator Introduction & Basics: Poster/Typography/Type Tool	• Raster and Vector Files • My Type Poster
December-Jan.	T-shirt Illustration/Design Digital Collage	• T-shirt Design • Animal Collage
January	Final Project (Photoshop: Layer masks, Text tool, gradients, curvature pen tool, etc.) Final Assessment: Keyboard Shortcuts	• Final Project: Pop Culture Landscape • Final: Graphics Assessment • Final Critique/Class Discussion

Grading Categories:

POWER	(Formative)	**20%**
Classwork	(Form./Summative)	**20%**
Homework/Quizzes	(Form./Summative)	**20%**
Projects & Tests	(Summative)	**40%**

Letter Grade Description

Letter	Percentage	Narrative	10-Point Scale
A	90 - 100	Exceeds	10-9
B	80 - 89	Meets/Proficient	8
C	70 - 79	Developing/Nearly Proficient	7
D	60 - 69	Emerging/Developing	6
I	51-59 or below	Unfinished/In-complete	**5**
Mi	50	****Grading Floor (Missing Work)**	5
N	0	***No Work Submitted/Missing more than two assignments	0

Late Work/Retake Policy/After-school Hours

1. If student will be late turning in assignment, then he/she/they will:
- Contact Mr. Abbert in person or via email **ASAP** (as soon as possible) with explanation, plan of completion and questions.
- Turn in late work no later than one week after due date. Schoology SUBMISSIONS MAY BE CLOSED after one week.
- LIFE HAPPENS - When in doubt about whether an assignment will be accepted, talk with or email Mr. Abbert. He will work with you, but you have to contact him.

2. END OF QUARTERS & SEMESTER DEADLINES – There will be a hard deadline a week before the end of each quarter and emester. **No late work will be accepted after this point unless student and Mr. Abbert have discussed an alternative plan.**

3. Retakes – Any class assignment and/or quiz can be revised and resubmitted, but you must talk with Mr. Abbert about this beforehand. Most projects can be revised and resubmitted as well. **There will be no retakes on the final project or assessment.**

4. Making up Photoshop or Illustrator Assignments After School: Mr. A. does not have a consistent after school schedule. Talk or email him about staying after school. You must inform parent(s)/guardian(s) about staying after.

Grading Policy Description

1. POWER – This category represents on-going **participation** in assignments and class activities.

2. CLASSWORK – Represents assignments that will be graded for student understanding of the content of the lessons.

3. HOMEWORK/QUIZZES** - Homework will be work that is to be started and/or completed outside of the classroom. Quizzes will be preparation for mastery assessments.

4. PROJECTS/TESTS – These are summative assessments to measure student understanding. **They are the most important of all the categories. This category measures whether you have been engaged in the other three categories.**

5. ****The Grading "Floor" is a 50 out of 100. This means the first two missing assignments will be marked as Mi, which counts as 50% not 0%. To some extent this allows for a more accurate average mathematically when scores are averaged.**

6. *****IMPORTANT: If a student exceeds two missing assignments, then the grading "floor" for ANY missing assignments will be inputted at 0%. TURN IN YOUR WORK! :D**