

Blackhawk School District

CURRICULUM

Course Title:	Digital Graphic Design
Course Number:	
Grade Level(s):	
Length of Period:	42 minutes
Length of Course:	1 Semester
Faculty Author(s):	Ashley Biega
Date:	June 2013

In preparing students for a global economy, visual arts education is a vital component to the Blackhawk community. Visual arts foster the development of critical thinking in problem solving, cultural understanding and awareness, and creative experiences and expression for the purpose of cultivating a lifelong appreciation of the arts.

COURSE DESCRIPTION:

This is an introductory course that focuses on skills needed to structure and organize complex visual communications in digital and print environments. Adobe Photoshop CS6 will be the central program through which work will be created. All work will highlight emphasis on conceptual development, structural organization of information, and interplay of form and verbal content to effectively communicate ideas. Students will learn to think critically, make aesthetic judgments, and become familiar with a variety of tools and techniques used to produce professional work in the fields of graphic design and illustration.

The following outline provides a general overview of the course content, not a chronological timetable. The weeks denoted for each area provide an idea for the overall time spent working with a given topic throughout the school year.

ESSENTIAL QUESTIONS	COURSE OUTLINE	OBJECTIVES (PA Standards)	RESOURCES	LESSON REFLECTION (for future revisions)
I. How will class protocols maximize our learning and productivity?	I. Class Expectations & Touch Typing Review - Touch Typing (1 Day) - Navigating school G: & M: drives & School Fusion (1 Day) - Basics of composing an email, importance of labeling subjects accurately. (1 Day) - Create & save to M: folder, download an image, & attach image to email (1 Day)	9.1.12.A 9.1.12.B 9.1.12.C	Ia. Typeonline.co.uk Ib. www.bsd.k12.pa.us Ic. Gmail.com Id. Google.com / Gmail.com	
II. How can we use the basics of Adobe Photoshop to effectively participate in a digital community?	II. Basic navigation of Adobe Photoshop CS6 - Introduction to Adobe Photoshop CS6 (Open image, text tool, hand tool, zoom) (1 Day) - Save & submit JPG / Difference between PSD & JPG (1 Day) - Difference between PSD, JPG, & Layers. Transform size of objects. (1 Day) - Introduce paintbrush tool (2 Days)	9.1.12.G 9.1.12.H 9.2.12.D 9.2.12.E	IIa. GoComics.com IIb. GoComics.com	
III. How can selection tools create the perception of reality? How does the use of color influence our appreciation of a composition?	III. Introduction to CS6 tools - Magic Wand (2 Days) - Paint Bucket / Gradient (2 Days) - Embed image below surface of layer/unlock layer (2 Days) - Eye Dropper (2 Days) - Layer Styles (2 Days) - Unlocking layers with gradients (1 Day)	9.1.12.G 9.1.12.H 9.2.12.D 9.2.12.E 9.3.12.A 9.3.12.D 9.3.12.E 9.3.12.F 9.4.12.A	III. a. Target & McDonalds logo IIIb. Images from coloring-book.info IIIc. Layer style worksheet IIId. AF1 template IIIe. Images from coloringbook.info	

	g. Unlocking layers with gradients – advanced (1 Day) h. Inverting a selection (1 Day) i. Inverting multiple selections (1 Day)	9.4.12.B 9.4.12.C 9.4.12.D		
IV. How can Adobe Photoshop distort reality?	IV. Altering Images a. Marquee tool – Rectangular (1 Day) b. Marquee tool – Elliptical (1 Day) c. Magnetic Lasso (3 Days) d. Layers & Selections (2 Days) e. Magnetic lasso special techniques (3 Days) f. Opacity & Warp Text (3 Days) g. Replicate (1 Day)	9.1.12.A 9.1.12.B 9.1.12.C 9.1.12.G 9.1.12.H 9.2.12.D 9.2.12.E 9.1.12.G 9.1.12.H 9.2.12.D 9.2.12.E 9.3.12.A 9.3.12.D 9.3.12.E 9.3.12.F 9.4.12.A 9.4.12.B 9.4.12.C 9.4.12.D	IV. a. google.com IV. b. google.com IV. c. google.com / Misc JPGS with a solid background IV. d. google.com IV. e. google.com & JPG of PGH PostGazette cover page IVf. google.com IV. g. JPG of a field showing depth	
V. How can Photoshop influence our belief or value system?	V. Introducing Text & Filters a. Caption box & stroke (2 Days) b. Image in text (2 Days) c. Liquify (2 Days) d. Clone stamp tool (2 Days) e. Filters – Overview (2 Days) f. Filters – Artistic (2 Days) g. Filters – Water (2 Days)	9.1.12.A 9.1.12.B 9.1.12.C 9.1.12.G 9.1.12.H 9.2.12.D 9.2.12.E 9.1.12.G 9.1.12.H 9.2.12.D 9.2.12.E 9.3.12.A 9.3.12.D 9.3.12.E 9.3.12.F 9.4.12.A 9.4.12.B 9.4.12.C 9.4.12.D	V.a. google.com V.b. google.com V.c. Picasa V.d. Picasa V.e. 4,Teacher provided, JPGs V.f. JPG of one of Vincent Van Gogh's paintings V.g. JPG of a nature scene involving water (river, pond, stream, ocean, etc.)	

VI. Why is sequential art the “perfect” medium for story telling?	VI. Exploring Comic Art to master basic Photoshop tools & techniques a. Creating dialogue bubbles (2 Days) b. Mechanics of a Comic (2 Days) c. Importing Backgrounds (2 Days) d. Creating your own comic strip (1 Day) e. Writing scripts that follow conventions (1 Day) f. Create a 3 panel comic strip (5-10 Days)	9.1.12.A 9.1.12.B 9.1.12.C 9.1.12.E 9.1.12.G 9.1.12.H 9.2.12.D 9.2.12.E 9.1.12.G 9.1.12.H 9.2.12.D 9.2.12.E 9.3.12.A 9.3.12.D 9.3.12.E 9.3.12.F 9.4.12.A 9.4.12.B 9.4.12.C 9.4.12.D	VI.a. misc. JPGS VI.b. Comic PSD VI.c. Comic template, google.com VI.d. Comic template, google.com VI.e. Google Docs VI.f. Picasa, Google	
VII. How can we convincingly market a product using graphic design?	VII. Creating Commercial Artwork a. Researching conventional cover layout (3 Days) b. Composition Analysis & Application / Creating & Redesigning (15-20 Days): 1. Book Cover 2. Movie Poster 3. Music Album 4. Newspaper front cover	9.1.12.A 9.1.12.B 9.1.12.C 9.1.12.E 9.1.12.G 9.1.12.H 9.2.12.D 9.2.12.E 9.1.12.G 9.1.12.H 9.2.12.D 9.2.12.E 9.3.12.A 9.3.12.D 9.3.12.E 9.3.12.F 9.4.12.A 9.4.12.B 9.4.12.C 9.4.12.D	VII.a. google.com VII.b. Amazon.com, ImpAwards.com	