

<b>Essential Understandings</b>	<ul style="list-style-type: none"><li>▪ Each new tutorial puts new tools in our toolbox.</li><li>▪ A typical Graphic Design assignment or project is likely to require synthesizing a variety of tutorials and only selecting the filters, tools, menus, and techniques that help for the current project.</li><li>▪ One has to learn how to figure out which tools will be needed.</li></ul>
<b>Essential Questions</b>	<ul style="list-style-type: none"><li>▪ Does it matter which photo one chooses for a particular technique?</li><li>▪ What will happen if the resolution or other settings differ from the tutorial?</li><li>▪ How does one develop an eye or an awareness of what constitutes a good design?</li></ul>
<b>Essential Knowledge</b>	<ul style="list-style-type: none"><li>▪ There are approaches to learning complex software that allows one to gradually master its complexity. Sketches, oil paintings, comics, and custom clip art are good beginning tutorials that expose beginners to many useful combinations of layers, blend modes, and tools. Using these simple techniques as a starting point will allay intimidation.</li><li>▪ One should start with clear simple projects.</li><li>▪ Good design combines technological skills with creativity.</li><li>▪ Learning to recognize and finally create what the customer who hires and the end consumer wants requires communication and openness to constructive criticism.</li></ul>
<b>Vocabulary</b>	<ul style="list-style-type: none"><li>▪ <u>Terms:</u><ul style="list-style-type: none"><li>○ invert, resolution, filter gallery, brushes, brush stroke, hue/saturation, texturizer history brush, desaturate, thumbnails, layers, water text, metal text, fire text</li></ul></li></ul>
<b>Essential Skills</b>	<ul style="list-style-type: none"><li>▪ Recognize that like art, what is good is subjective and difficult to put in words.</li><li>▪ Demonstrate technical skill and mastery of the Photoshop software.</li><li>▪ Evaluate the best way to achieve quality in one's graphic designs.</li></ul>

<p><b>Related Maine Learning Results</b></p>	<p><u>Career and Education Development</u>  B. Learning About and Exploring Education, Career and Life Roles  B1.Relationships among Learning, Work, the Community, and the Global Economy  Students evaluate strategies for improving educational achievement, increasing participation as an involved citizen, and increasing work options and earning potential in a 21<sup>st</sup> century global economy.  B2.Skills for Individual/Personal Success in the 21<sup>st</sup> Century  Students evaluate strategies to improve skills that lead to lifelong learning and success in the classroom, and the achievement of schoolwork, work and career, and personal life goals.  a. Literacy skills  b. Numeracy  c. Critical thinking skills  d. Information and communication technology (ICT) literacy  e. Interpersonal skills  f. Other academic skills and knowledge  B3.Education and Career Information  Students use previously acquired knowledge and skills to evaluate and utilize a variety of resources to articulate a plan and make decisions for post-secondary education, training, and career choices.</p>
<p><b>Sample Lessons And Activities</b></p>	<ul style="list-style-type: none"> <li>▪ Create a portfolio of people, things, and/or landscapes that were changed into oil paintings or sketches.</li> <li>▪ Make virtual scenes for a Hollywood production.</li> <li>▪ Create a comic strip.</li> <li>▪ Create an advertisement using water text, metal, or fire text.</li> </ul>
<p><b>Sample Classroom Assessment Methods</b></p>	<ul style="list-style-type: none"> <li>▪ Toolbar quiz</li> <li>▪ Create a custom clipart collection</li> </ul>
<p><b>Sample Resources</b></p>	<ul style="list-style-type: none"> <li>▪ <u>Other Resources:</u> <ul style="list-style-type: none"> <li>○ Teacher created materials and Photoshop CS4 software</li> </ul> </li> </ul>