Course Curriculum Text Report

Grade: Undefined Grade
Course: Graphic Design II
Discipline: Fine Arts
Board Approval Date:

Selected Objective Curriculum Items:

- Unit
- Local Objective
- Objective used to evaluate students
- Objective is A+
- Assessment Activity
- Level of Expectation
- List of concepts and Evaluation Types
- Learning Activity
- Instructional Method
- Content Standards
- Process Standards
- Equity/Workplace Readiness
- Resources
- Correction Exercise
- Enrichment Exercise
- Special Needs
- English Language Learner
- GLEs v1.0
- GLEs v2.0 and CLEs
- Objective Notes/Essential Questions

Unit

Production

Local Objective

Students will create a series of conceptually related original designs through the design process.

Content Standards

FA 1

Process Standards

1.10, 1.2, 1.5, 1.8, 1.9, 2.1, 2.2, 2.3, 2.4, 2.5, 3.1, 3.2, 3.6, 3.7, 4.4, 4.5

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VPP/3/C/HS4/a	Fine Arts	Visual Arts: Product Performance	Communicate ideas about subject matter and themes in artworks created for various purposes	Theme	HS Level 4	Develop a theme through a series of original artworks that communicates personal ideas -- Addresses complex visual and/or conceptual ideas -- Shows imaginative, inventive approach, experimentation, risk taking, sensitivity and/or subtlety
FA/VPP/3/A/HS3/a	Fine Arts	Visual Arts: Product Performance	Communicate ideas about subject matter and themes in artworks created for various purposes	Subject Matter: Fine Art	HS Level 3	Combine sub-ject matter in original art-works to communicate ideas (e.g., figure and/or architecture in a landscape)
FA/VPP/3/A/HS4/a	Fine Arts	Visual Arts: Product Performance	Communicate ideas about subject matter and themes in artworks created for various purposes	Subject Matter: Fine Art	HS Level 4	Select subject matter to communicate personal ideas through a se-ries of original, related works
FA/VPP/1/A/HS4/a	Fine Arts	Visual Arts: Product Performance	Select and apply two-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Drawing	HS Level 4	Select and apply drawing media and techniques that demonstrate -- sensitivity and subtlety in use of media -- engagement with experimentation and/or risk taking -- informed decision-making
FA/VPP/1/B/HS4/a	Fine Arts	Visual Arts: Product Performance	Select and apply two-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Painting	HS Level 4	Select and apply painting media and techniques that demonstrate -- sensitivity and subtlety in use of media -- engagement with experimentation and/or risk taking -- informed decision-making
FA/VPP/1/C/HS4/a	Fine Arts	Visual Arts: Product Performance	Select and apply two-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Digital/Computer	HS Level 4	Select and apply digital/computer media that demonstrate -- sensitivity and subtlety in use of media -- engagement with experimentation and/or risk taking -- informed decision-making *Art software refers to a program such as Adobe Photoshop
FA/VPP/1/D/HS4/a	Fine Arts	Visual Arts: Product Performance	Select and apply two-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Other Media	HS Level 4	Select and apply printmaking media and techniques that demonstrate: -- sensitivity and subtlety in use of media -- engagement with experimentation and/or risk taking -- informed decision-making Select and apply fiber media and techniques that demonstrate: -- sensitivity and subtlety in use of media -- engagement with experimentation and/or risk taking -- informed decision-making

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Unit

Production

Local Objective

Students will create original designs using computer software.

Designs (including but not limited to):
Corporate identity

Web design
Advertisement

Content Standards
FA 1, FA 2, FA 3

Process Standards
1.10, 1.4, 1.5, 1.8, 2.1, 2.2, 2.3, 2.4, 2.5, 2.7, 4.5

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VPP/1/C/HS2/a	Fine Arts	Visual Arts: Product Performance	Select and apply two-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Digital/Computer	HS Level 2	Create or mod-ify an image using art soft-ware *Art software refers to a pro-gram such as Adobe Photo-shop
FA/VPP/1/C/HS3/a	Fine Arts	Visual Arts: Product Performance	Select and apply two-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Digital/Computer	HS Level 3	Create expressive/symbolic art using art software *Art software refers to a pro-gram such as Adobe Photoshop
FA/VPP/1/C/HS4/a	Fine Arts	Visual Arts: Product Performance	Select and apply two-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Digital/Computer	HS Level 4	Select and apply digital/computer media that demonstrate -- sensitivity and subtlety in use of media -- engagement with experimentation and/or risk taking -- informed decision-making *Art software refers to a program such as Adobe Photoshop

Unit

Production

Local Objective

Students will create, import, and manipulate original digital photographic images.

Content Standards
FA 1, FA 2, FA 3

Process Standards
1.4, 1.8, 2.5, 2.7, 3.5

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VPP/1/C/HS2/a	Fine Arts	Visual Arts: Product Performance	Select and apply two-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Digital/Computer	HS Level 2	Create or mod-ify an image using art soft-ware *Art software refers to a pro-gram such as Adobe Photo-shop
FA/VPP/1/C/HS3/a	Fine Arts	Visual Arts: Product Performance	Select and apply two-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Digital/Computer	HS Level 3	Create expressive/symbolic art using art software *Art software refers to a pro-gram such as Adobe Photoshop
FA/VPP/1/C/HS4/a	Fine Arts	Visual Arts: Product Performance	Select and apply two-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Digital/Computer	HS Level 4	Select and apply digital/computer media that demonstrate -- sensitivity and subtlety in use of media -- engagement with experimentation and/or risk taking -- informed decision-making *Art software refers to a program such as Adobe Photoshop

Unit

Artistic Perceptions

Local Objective

Students will reflect on the creative process through reflection and/or artists statements about their own work and/or the work of other artists.

Content Standards
FA 3

Process Standards
1.5, 1.6, 2.3, 2.4, 3.7, 4.1

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VAP/1/A/HS2/a	Fine Arts	Visual Arts: Artistic Perceptions	Investigate the nature of art and discuss responses to artworks	Aesthetics	HS Level 2	Discuss how perceptions in art reflect community and/or culture beliefs and values Compare how responses to works of art differ based on whether the viewer is a member of the culture in which the art was created
FA/VAP/2/A/HS4/a	Fine Arts	Visual Arts: Artistic Perceptions	Analyze and evaluate art using art vocabulary	Art Criticism	HS Level 4	Use the following process with a body of work (portfolio) Describe artwork Analyze the use of elements and principles in the work Interpret the meaning of the work (subject, theme, symbolism, mes-sage communi-cated) Showing a real or idealized image of life (Imitationalism) Expressing feelings (Emotionalism/ Expressionism) Emphasis on elements and principles (Formalism) Serving a purpose in the society or culture (Functionalism)

Unit

Historical and Cultural Context

Local Objective

Students will select and research periods/movements of art that align with portfolio development.

Content Standards

FA 4, FA 5

Process Standards

1.2, 1.5, 1.6, 1.9

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VHC/1/A/HS4/a	Fine Arts	Visual Arts: Historical and Cultural Contexts	Compare and contrast artworks from differant historical time periods and/or cultures	Historical Period or Culture	HS Level 4	Select and re-search pe-riods/movements of art that align with portfolio development

Unit

Historical and Cultural Context

Local Objective

Students will explore the evolution of an artist's body of work over time.

Content Standards

FA 4, FA 5

Process Standards

1.5, 1.6, 1.9

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VHC/1/B/HS4/a	Fine Arts	Visual Arts: Historical and Cultural Contexts	Compare and contrast artworks from differant historical time periods and/or cultures	Characteristics of Artworks	HS Level 4	Describe the evolution of an artist┼s body of work over time Explain an art-ist┼s place in historical context

Unit

Interdisciplinary Connections

Local Objective

Students will explain how events and social ideas are reflected in designs.

Content Standards

FA 3

Process Standards

1.5, 1.6, 1.9, 2.4

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VIC/2/A/HS4/a	Fine Arts	Visual Arts: Interdisciplinary Connections	Explain the connections between Visual Art and Communication Arts, Math, Science or Social Studies	Connecting Art and Non-Art Subjects	HS Level 4	Explain how contemporary events and social ideas are reflected in student artworks