Bemidji Schools Course Map Visual Arts K-12 Scope and Sequence: Intro to Photoshop

Brief Description of Content	Standard Benchmarks The student will:	Assessment Activities	Evaluation Criteria
Project One (1 week) On Going:	Project ONE: Color Correction	Project ONE: Learning goal:	Rubric to be developed
 Integrate visual art skills from grades K-12 and apply using digital processes 		1. Color correction techniques	
Building an understanding of the tool icons in Photoshop			
 Beginning use of critique for reflection (written, oral: small group, individual, student and teacher) 			
 Introduce artist statement (why they did what they did; simple written) 			
Rationale for intent and composition			
The importance of color in unifying a composition			
Effective use and meaningful application of color			
 Analyze how Photoshop's tools can be used to effectively create lines, shapes, textures, value to communicate meaning 			
Focus on: ELEMENTS			
• Color			
PRINCIPLES OF DESIGN			
Hue Saturation and intensity			
Contrast			
● Luminosity MATERIALS			
Photoshop CS2 software			
Computer workstations			
Color Laser Printer			
• 28# Laser paper TECHNIQUES/SKILL			
 Variety of selection techniques to isolate images 			
 Variety of options for manipulation of images 			
• Variety of options for student interpretation TOOLS			
PhotoShop CS 2 ART HISTORY			
Art history: Post Modernism (intentionality)			

PROJECT TWO: Cloning and Healing (1 week)	Project Two	Project Two	Project Two:
On-going:	Foundations:	Learning goal:	Rubric to be developed
Focusing on each tools capabilities/options			
Focusing on each tools capabilities/options			
PRINCIPLES:			
Contrast			
SUBJECT MATTER			
• Student selected theme (damaged photo)			
MATERIALS:			
Digital Environment			
TECHIQUES/SKILLS			
 Healing damaged areas in a photograph 			
 Cloning from one image to another TOOLS 			
 Spot Healing tool 			
 Healing tool 			
• Patch tool			
 Clone Stamp tool 			
Burn tool			
 Dodge tool 			
Art History			
 Photography 			

PROJECT THREE: Colorizing Grayscale Image	Project Three:	Project Three:	Project Three
(1 week)			Rubric to be developed
On-going:	I. Foundations: 1.1 Color	Learning goal: 1.Interpret an emotion in a photograph by self selecting Hue to colorize subject matter	
SUBJECT MATTER		and background	
Grayscale Photograph	II. Create/Make	2.Students will justify their choice of color	
TECHNIQUE/SKILLS	1.2	based on feedback from teacher and peer	
 Use color Blend Modes 		review.	
 Opacity 		Assessment Activity	
Selections (Masking)		1.Colorized grayscale photo with self	
Painting Tools		selected criteria for interpreting emotional context with color	
 Filling with Foreground Color 			
 Using Multiple Layers 		2. Student Self-assessment form listing tools and techniques used in the	
• Flattening an Image		composition and an artist statement explaining color choices.	
MATERIALS		explaining color choices.	
Digital Environment		3. Project Journal recording revisions based on instructor and peer feedback and	
TOOLS		rationale for why or why not revisions were	
ART HISTORY		made.	
Photography New art forms due to photography (Freedom)			

PROJECT FOUR: Creating with type

On-going:

- Beginning use of the create process; generating ideas
- Planning and preparing

ELEMENTS & PRINCIPLES OF DESIGN

- Shape (Type)
- Color (emotional Impact of)
- Space Pos/ Neg.
- Line
- Repetition
- Balance
- Unity
- Emphasis
- Appropriation

SUBJECT MATTER

• Creating a visual identity: Business card, Cd, Ad for publication, product design

TECHNIQUE/SKILLS

- Formatting and text alignment
- Modifying text,
- Utilizing a template in preparation for post production
- Trimming

STYLE Graphic art/ logo/typography.

MATERIALS

• Digital Environment/Examples

TOOLS

- Layer Styles, styles palette
- Custom Shapes
- Warping Text

Project Four:

Foundations

1.1 Color, line shape (type) space and principles.

1.2

1.3

3.1

Create and Make

1.3

Respond/Critique

1.2

Project Four: Assessment Activities Learning goal:

Students will sort logos to create a timeline to demonstrate knowledge of culture/style impacting graphic design. (3.1) Instructor monitored sorting activity

Compare and contrast the elements: color line shape space and the principles: placement, contrast, alignment and repetition on Good/Bad cards using teacher selected examples of graphic design:
What works, what doesn't. (1.1)
T-Chart

Students justify their choices of placement, contrast, alignment and repetition: what would they change? (1.2) Constructed response

Students create a graphic design using elements and principles and Photoshop techniques, to communicate an idea based on a theme, product, event, etc. (1.1)

Project 4 (Creating with type). Students will write an artistic statement describing how audience and occasion affected their composition and why they made these choices. (1.3) pdf short answer sheet Project Four:
Rubric to be developed

PROJECT FIVE: Layers/Montage On-going: Theme Incubate, focus, explore, evaluate. ELEMENTS & PRINCIPLES OF DESIGN Texture Movement SUBJECT MATTER Student selected TECHNIQUE/SKILLS Multiple Layers Filters Create original Backgrounds Clipping Group Vignettes Creating original gradients Text as a design element STYLES Collage, Montage ART HISTORY: Picasso, Warhol, Rauschenberg, Shepard Fairey MATERIALS Digital Environment/Examples TOOLS	Project Five: Foundations 1.1 texture 2.1 Create and Make 1.1	Project Five: Learning goal: The student will: Student will use filters to create an original textured background layer to support theme of composition. Students will integrate the techniques of: Original gradient	Project Five:
---	---	--	---------------