

Graphics Experience Overview

Content Area: **Technology Literacy**
Course(s): **GRAPHICS EXPERIENCE**
Time Period:
Length: **45 Days**
Status: **Published**

Cover

EAST BRUNSWICK PUBLIC SCHOOLS

East Brunswick New Jersey

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Course Adoption: 2/10/1989

Curriculum Adoption: 2/10/1989

Date of Last Revision Adoption: 9/1/2017

Course Overview

COURSE DESCRIPTION

This quarter course provides hands-on experiences in which students use computers to produce graphic designs. Students gain familiarity with the desktop publishing process through technology learning activities in Adobe InDesign and Adobe Illustrator. Additionally, students are introduced to the screen printing process, using hand-cut techniques for printing single color images on various types of textiles. The equipment available for student use includes a network of the newest and fastest Macintosh computers, laser printers, and scanners. No previous graphic or artistic skills are necessary. The class introduces new areas that may be helpful in future course selection or just adds to the student's overall educational experience.

COURSE SCOPE AND SEQUENCE

Sequential Unit Description	Other Pacing Guide References	Proficiency (Summative) Assessments
UNIT 1 INTRODUCTION TO MAC OSX		
<ul style="list-style-type: none">• Identify major work areas of the OS for ease of navigation• Finder window, sidebar, dock, general docs• Utilize key features of the OS for file organization 2 days using view choice and terminology• Dock customization with applications and views• East Brunswick's Acceptable Use Policy and its application to our classroom		<ul style="list-style-type: none">• OSX Review Worksheet – teacher developed• Acceptable Use contract – teacher developed
UNIT 2 BASIC INTRODUCTION TO INDESIGN CS3		
<ul style="list-style-type: none">• Identify each tool within toolbar by name• Utilize each tool within toolbar properly according to its function• Uncover and select tools in “flyout” menus when appropriate• Breakdown toolbar into major sections:	2 days	<ul style="list-style-type: none">• InDesign CS3 Toolbar – teacher developed• Practical test
<ul style="list-style-type: none">○ Selection○ Working with Type○ Drawing○ Viewing Modes○ Applying/Changing Color Fills		

- Applying/Changing Strokes
- Applying/Changing Gradients

UNIT 3 PAGE LAYOUT AND DESIGN

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| <ul style="list-style-type: none"> • Memo Pad Design TLA • Formatting and tinting text blocks • Placing and tinting graphics • Utilizing dingbat text • Full bleed and partial bleed images • Calendar Design TLA <ul style="list-style-type: none"> ○ Creating tables in InDesign ○ Using align options palette • Build a Better “Brag Sheet” TLA <ul style="list-style-type: none"> ○ Applying bullets to text blocks ○ Extracting images and saving as GIFs ○ Utilizing text wrap around images ○ Designing text flow around columns | <p>10 days for Memo Pad Design TLA</p> <p>12 days Calendar Design TLA</p> <p>5 days for Build a Better “Brag Sheet” TLA</p> | <ul style="list-style-type: none"> • Teacher-developed procedure handouts • Individual projects • InDesign toolbar quiz |
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UNIT 4 MULTICOLOR HAND-CUT STENCILS

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| <ul style="list-style-type: none"> • Near Registration Hand-cut Image TLA <ul style="list-style-type: none"> ○ Hand-cutting color separations ○ Ink color print sequence ○ Registration of multiple colors • Overlapping Registration Hand-cut Image TLA <ul style="list-style-type: none"> ○ Hand-cutting color separations ○ Ink color print sequence ○ Registration of multiple colors | <p>14 days for both Multicolor Registration Hand-cut Image TLA</p> | <ul style="list-style-type: none"> • Teacher-developed procedure handouts • Individual projects • Practical test • Handcut Stencil Quiz |
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UNIT 5 PHOTOGRAPHIC STENCILS

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| <ul style="list-style-type: none"> • Horizontal Camera | <p>15 days for both Pulsar Photographic Stencil</p> | <ul style="list-style-type: none"> • Teacher-developed |
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<ul style="list-style-type: none"> ○ Line art image selection ○ Camera-ready artwork ○ Grayscale 	Image TLA	procedure handouts
<ul style="list-style-type: none"> ● The Darkroom <ul style="list-style-type: none"> ○ Chemical Safety ○ Orthographic Film Developing 	15 days for both Hi-Fi Green Photographic Stencil Image TLA	<ul style="list-style-type: none"> ● Individual projects ● Practical test
<ul style="list-style-type: none"> ● Pulsar Photographic Stencil TLA <ul style="list-style-type: none"> ○ Detailed line art image selection ○ Camera-ready artwork 		
<ul style="list-style-type: none"> ● Hi-Fi Green Photographic Stencil TLA <ul style="list-style-type: none"> ○ Broad stroke line art image selection ○ Camera-ready artwork 		

UNIT 6 SCREEN PRINTING ON ALTERNATE SUBSTRATES

<ul style="list-style-type: none"> ● Printing on Textiles <ul style="list-style-type: none"> ○ Registration of image, textile, and silk screen techniques ○ Printing with T-shirt Press ○ Fabric ink vs. paper ink ○ Heat-setting ink 	5 days for Glow-in-the Dark Image Textile Printing TLA	<ul style="list-style-type: none"> ● Teacher-developed procedure handouts
<ul style="list-style-type: none"> ● Glow-in-the-dark Image Textile Printing TLA 	10 days for Multicolor Image Water-slip Decal TLA	<ul style="list-style-type: none"> ● Individual projects
<ul style="list-style-type: none"> ● Multicolor Image Water-Slip Decal TLA <ul style="list-style-type: none"> ○ Backing ink vs. design ink ○ Registration of multiple colors on decal transfer paper 		<ul style="list-style-type: none"> ● Practical test

CONTENT FOCUS AREA AND COURSE NAME

Course Name: Graphics Experience - #1307

Course Number	School Numbers	Course Level	Grades(s)	Credits	Min. Per Week	Elective/Required	Initial Course Adopted
1307	050	S	10-12	1.25	210	E	02/10/89

Textbooks and Other Resources

COURSE RESOURCES

Teacher-developed handouts

Online resources

PhotoShop application

Internet

Standards

9.3.12.AR.1	Analyze the interdependence of the technical and artistic elements of various careers within the Arts, A/V Technology & Communications Career Cluster.
9.3.12.AR.5	Describe the career opportunities and means to achieve those opportunities in each of the Arts, A/V Technology & Communications Career Pathways.
9.3.12.AR-AV.1	Describe the history, terminology, occupations and value of audio, video and film technology.
9.3.12.AR-PRT.1	Manage the printing process, including customer service and sales, scheduling, production and quality control.
9.3.12.AR-PRT.2	Demonstrate the production of various print, multimedia or digital media products.
9.3.12.AR-PRT.3	Perform finishing and distribution operations related to the printing process.
TECH.8.1.12.A.CS1	Understand and use technology systems.
TECH.8.1.12.A.CS2	Select and use applications effectively and productively.
TECH.8.1.12.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.

TECH.8.1.12.B.CS2	Create original works as a means of personal or group expression.
TECH.8.1.12.C.CS1	Interact, collaborate, and publish with peers, experts, or others by employing a variety of digital environments and media.
TECH.8.1.12.F.CS2	Plan and manage activities to develop a solution or complete a project.
TECH.8.1.12.F.CS4	Use multiple processes and diverse perspectives to explore alternative solutions.

Grading and Evaluation Guidelines

GRADING PROCEDURES

In terms of proficiency level the East Brunswick grades equate to:

- A Excellent - Advanced Proficient
- B Good Above Average - Proficient
- C Fair - Proficient
- D Poor - Minimally proficient
- F Failing - Partially Proficient

COURSE EVALUATION

Each quarter students will be evaluated with tests and programming assignments using a total point basis to determine the quarter average. The semester/course average will be a weighted average of the 2 quarter averages (40% each) and a final exam (20%); in a full year course, each quarter is worth 20% of a student's final grade and each exam (midterm & final) is worth 10% of the student's final grade.

Course achievement will be evaluated based on the percent of all pupils who achieve the minimum level of proficiency (final average grade) in the course. Student achievement levels above minimum proficiency will also be reported. Final grades, and where relevant mid-term and final exams, will be analyzed by staff for the total cohort and for sub-groups of students to determine course areas requiring greater support or modification.

Other Details

11152 Desktop Publishing

Desktop Publishing courses integrate the knowledge and skills learning in word processing with the concepts, procedures and application of desktop publishing. Students learn to format, create and proofread brochures, programs, newsletters, web pages, presentations and manuscripts.

