Unit 03: A Camera and a Trained Eye = Better Pictures

Content Area: Course(s):	Technology
Time Period:	October
Length:	4 weeks
Status:	Published
Endusina	Undovetondinge
Photography	Understandings provides and avenue of expression.
rnotography	provides and avenue of expression.
Humans use	images and symbols to describe and understand the world around them.
Photography	is an integral component of our daily lives.
Essential (Ouestions
	hy art or reality?
1 8 1	
What will yo	ou photograph?
How do cam	era controls interact to record images?
What elemen	nts and principles are involved in designing a photograph?
What elemen	its and principles are involved in designing a photograph.
Why is the c	ritique process important to self-evaluation?
Is seeing stil	l believing?
Content	
Vocabulary:	

Light quantity, light quality, rule of thirds, rule of composition, panning, ISO, shutter speed, aperture, white

balance, depth of field, image noise, bracketing,

Skills

Students will explore and apply the principles of composition while creating their own digital photographs.

Students will explore lead in lines and rule of thirds in photography and create photography that reflects these principles.

Students will

examine textures, study texture lighting to find the best possible lighting direction, examine the differences between patterns and textures and apply their findings when creating their own photos.

Students will successfully produce photography that reflects their knowledge of what ISO controls and how to change it, what shutter speed controls and how to change it, and what the aperture controls and how to change its setting, and what white balance controls and settings.

Resources

Standards

- 8.2 Technology Ed, Engineering, & Design
- F. Resources for a Technological WorldShow details
- 8.2.12.F.1 Determine and use the appropriate application of resources in the design, development, and creation of a technological product or system.
- G. The Designed WorldShow details
- 8.2.12.G.1 Analyze the interactions among various technologies and collaborate to create a product or system demonstrating their interactivity.
- 9.4 CTE: C. Arts, A/V Technology, & Communications Career Cluster 57

Technical Skills:Show details

- 9.4.12.C(3).5 Employ processes required for the production of various printed products to build an understanding of print technologies.
- 9.4 CTE: K. Information Technology Career Cluster

Technical SkillsShow details

9.4.12.K(3).10 Demonstrate the effective use of tools, including tools for product development, product management, and production, to complete Web-based or digital communication projects.