Unit 06: Applying desktop publishing with InDesign

Content Area: **Technology**
Course(s):
Time Period: **March**
Length: **12 Blocks**
Status: **Published**

Transfer Skills

Students will explore desktop publishing skills, principles and elements of design while creating advertisements using the InDesign application.

Enduring Understandings

Graphic Designers rely heavily on the Elements and Principles of design.

Color, pattern, shape and balance play an important role in creating visual harmony and unity in design.

Graphic Designers rely on many technological mediums.

Essential Questions

How does typography play an important role in communication?

How does desktop publishing impact our world?

How do graphic designers organize and make decisions about their work?

Content

Vocabulary:

greeked text, zero point, ruler guide, pasteboard, control palette, publication window, master pages, page icons, imageable area, gutter, drop cap, overset, text block, leading, insertion point, hanging indent,

orientation, kerning, vertical, horizontal, .tiff, text overflow.

Skills

Demonstrate the program abilities of InDesign by utilizing tools, application bar, control panel, customized workspace, magnification of a document, and context menus when completing class projects.

Utilize Adobe Bridge to access files, creating, placing, and styling text, placing and manipulating graphics, and targeting layers while completing class projects.

Demonstrate the program abilities of InDesign by creating a new file, editing, and applying multiple master pages, setting document defaults, adjusting the pasteboard size, creating section markers, adding text wrap to a graphic, and adding text to document pages while completing class projects.

Resources

Computers, internet access, on-line tutorials, Adobe InDesign CC, color printer

Standards

TECH.8.2.12.A.CS2 - [*Content Statement*] - The core concepts of technology.

TECH.8.2.12.C.2 - [*Cumulative Progress Indicator*] - Analyze a product and how it has changed or might change over time to meet human needs and wants.

TECH.8.1.12.B.CS1 - [*Content Statement*] - Apply existing knowledge to generate new ideas, products, or processes.

TECH.8.2.12.C.CS3 - [*Content Statement*] - The role of troubleshooting, research and development, invention a experimentation in problem solving.

TECH.8.2.12.C.2 - [*Cumulative Progress Indicator*] - Analyze a product and how it has changed or might change over time to meet human needs and wants.

TECH.8.1.12.A.CS2 - [*Content Statement*] - Select and use applications effectively and productively.

TECH.8.1.12.A - [*Strand*] - Students demonstrate a sound understanding of technology concepts, systems and operations.

TECH.8.1.12.D - [*Strand*] - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.

TECH.8.2.12.D.CS1 - [*Content Statement*] - Apply the design process.

TECH.8.2.12.E.4 - [*Cumulative Progress Indicator*] - Use appropriate terms in conversation (e.g., troubleshooting, peripherals, diagnostic software, GUI, abstraction, variables, data types and conditional statements).

TECH.8.2.12.E.1 - [*Cumulative Progress Indicator*] - Demonstrate an understanding of the problem-solving capacity of computers in our world.

TECH.8.1.12.A.3 - [*Cumulative Progress Indicator*] - Collaborate in online courses, learning communities, social networks or virtual worlds to discuss a resolution to a problem or issue.

TECH.8.1.12.A.2 - [*Cumulative Progress Indicator*] - Produce and edit a multi-page digital document for a commercial or professional audience and present it to peers and/or professionals in that related area for review.

TECH.8.1.12.F.CS2 - [*Content Statement*] - Plan and manage activities to develop a solution or complete a project.

TECH.8.1.12.F.CS4 - [*Content Statement*] - Use multiple processes and diverse perspectives to explore alternative solutions.

TECH.8.1.12.A	Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems and operations.
TECH.8.1.12.A.2	Produce and edit a multi-page digital document for a commercial or professional audience and present it to peers and/or professionals in that related area for review.
TECH.8.1.12.A.3	Collaborate in online courses, learning communities, social networks or virtual worlds to discuss a resolution to a problem or issue.
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.D	Digital Citizenship: Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.
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.
TECH.8.2.12.A.CS2	The core concepts of technology.
TECH.8.2.12.C.2	Analyze a product and how it has changed or might change over time to meet human needs and wants.
TECH.8.2.12.C.CS3	The role of troubleshooting, research and development, invention and innovation and experimentation in problem solving.
TECH.8.2.12.D.CS1	Apply the design process.
TECH.8.2.12.E.1	Demonstrate an understanding of the problem-solving capacity of computers in our world.
TECH.8.2.12.E.4	Use appropriate terms in conversation (e.g., troubleshooting, peripherals, diagnostic software, GUI, abstraction, variables, data types and conditional statements).