

Unit 08: Designing through Adobe Illustrator

Content Area: **Technology**
Course(s):
Time Period: **April**
Length: **5 Blocks**
Status: **Published**

Transfer Skills

Students will enhance their desktop publishing skills by adding Illustrator vector graphics to their designs.

Enduring Understandings

Graphic Designers rely on many technological mediums.

Graphic Designers rely on the Elements and Principles of design to communicate visually.

Essential Questions

How can describing and analyzing the mass media deepen one's understanding of our culture and consumerism?

How can observation and critique enhance your knowledge of what's around you?

How do humans communicate?

Content

Vocabulary:

Template, segments, Bezier curve, smart guides, anchor points, paths, direction points, convert, Illustrator.

Skills

Demonstrate the program abilities of Illustrator by maneuvering around the Illustrator desktop.

Differentiate between the various selection tools, grouping and ungrouping items, working in isolation mode, working with smart guides, cloning items, locking and hiding items for organizational purposes, saving selections for future use, using tools and commands to align basic shapes while completing course projects.

Practice drawing straight lines, using template layers, end path segments and split lines, drawing curved lines, selecting and adjusting curve segments, and use of the pencil tool when completing projects.

Resources

computers, internet access, color printer, Adobe Illustrator CC, on-line tutorials, YouTube videos

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.8.2.12.C.CS3 - [*Content Statement*] - The role of troubleshooting, research and development, invention and innovation and 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.B.CS1 - [*Content Statement*] - Apply existing knowledge to generate new ideas, products, or processes.

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.

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| 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.CS1 | Understand and use technology systems. |
| 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). |