Unit 3: Photoshop

Content Area: **Arts**
Course(s): **Comp Graphics 1**
Time Period: **Semester 2**
Length: **2 weeks**
Status: **Published**

Standards

1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
	Investigate
	Reflect, Refine, Continue
1.5.12prof.Cr3a	Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on and plan revisions for works of art and design in progress.
1.5.12prof.Pr4	Selecting, analyzing, and interpreting work.
1.5.12prof.Pr5	Developing and refining techniques and models or steps needed to create products.
1.5.12prof.Pr6	Conveying meaning through art.
1.5.12prof.Pr6a	Analyze and describe the impact that an exhibition or collection has on personal awareness of social, cultural or political beliefs and understandings.
1.5.12prof.Re7	Perceiving and analyzing products.
1.5.12prof.Cn11b	Describe how knowledge of global issues, including climate change, may influence personal responses to art.
TECH.8.1.12	Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.
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.CS1	Understand and use technology systems.
TECH.8.1.12.A.CS2	Select and use applications effectively and productively.
TECH.8.1.12.B.2	Apply previous content knowledge by creating and piloting a digital learning game or tutorial.
TECH.8.1.12.C.CS3	Develop cultural understanding and global awareness by engaging with learners of other cultures.

Enduring Understandings

1. Adobe Photoshop is a standard application for creating within the graphic design industry.
2. The same aesthetic decision can be executed effectively in a variety of ways in Photoshop.
3. Advanced designs can be accomplished through both practice and research.

Essential Questions

1. How is Photoshop utilized for a variety of applications in the graphic design industry?
2. What are the fundamental tools that designers build on?

3. How do designers troubleshoot to overcome obstacles and meet their individualized aesthetic needs?

Knowledge and Skills

Students will be able to:
-Navigate program menus comfortably to find necessary tools.
-Utilize basic tools needed to transform a preliminary sketch into a digital design.
-Choose the most effective method to execute an idea from a multitude of software options.
-Research tutorials independently to meet individualized design needs.
-Retouch a design, type, or photograph.

Resources and Activities

Students will have acess to all tools in the Graphic Design Studio as well as,

- Computers
- 11" x 17" Laser Printer / Epson HP550
- Adobe Creative Suite
- Project appropriate Rubric
- Teacher & Exsperiences
- Teacher lead PowerPoint when applicable
- Internet for research and inspiration
- Google Docs
- Google Classroom

Youtube Photoshop tutorials.

Transfer Goals

1. Students will be able to independently communicate design ideas with appropriate knowledge and vocabulary so that they may be effectively translated in a digital capacity.

2. Students will be able to independently apply their understanding of design principles and vocabulary to effectively articulate and execute design solutions using digital tools.

Assessment

Assessments

Modifications

Modifications link