Unit 2: The Creative Process

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

STANDARDS

1.5.12prof.Cr	Creating
1.2.12prof.Cr	Creating
1.5.12prof.Cr1	Generating and conceptualizing ideas.
	Explore
1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
1.5.12prof.Cr2	Organizing and developing ideas.
	Investigate
1.2.12prof.Cr2b	Critique plans, prototypes and production processes considering purposeful and expressive intent.
1.5.12prof.Pr5	Developing and refining techniques and models or steps needed to create products.
1.2.12prof.Pr4a	Integrate various arts, media arts forms and content into unified media arts productions, considering the reaction and interaction of the audience, such as experiential design.
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.C.CS3	Develop cultural understanding and global awareness by engaging with learners of other cultures.

ENDURING UNDERSTANDING

1. The development and understanding of the creative process.
2. Develop an understanding of how artist adapts the creative process to meet the needs of their work.
3. Adapt and implement the creative process on an individual level while justifying the need to follow the steps.

ESSENTIAL QUESTIONS

1. What is the creative process?
2. What can we take away from the process and apply it to our own creative model?
3. How can we adapt the creative process to meet the needs of a project both in and out of the design space?

KNOWLEDGE AND SKILLS

Students will be able to:

- Identify the creative process.
- Implement a creative process that focuses on collaboration and research.
- Show an understanding of the creative process through the development of a project.

RESOURCES

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

TRANSFER GOALS

1. Students will be able to independently apply and justify the stages of the creative process to solve problems and develop innovative solutions across various disciplines.

2. Students will be able to independently analyze and articulate how artists adapt the creative process to achieve specific artistic outcomes, and subsequently, adapt their own creative model for diverse projects.

Assessment

Assessments

Modifications

Modifications Link