

Unit 2: The Creative Process

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

STANDARDS

MA.9-12.1.2.12prof.Cr	Creating
MA.9-12.1.2.12prof.Cr2b	Critique plans, prototypes and production processes considering purposeful and expressive intent.
MA.9-12.1.2.12prof.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.
VA.9-12.1.5.12prof.Cr	Creating
VA.9-12.1.5.12prof.Cr1	Generating and conceptualizing ideas.
VA.9-12.1.5.12prof.Cr2	Organizing and developing ideas.
VA.9-12.1.5.12prof.Pr5	Developing and refining techniques and models or steps needed to create products.
VA.9-12.1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
VA.9-12.1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and 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. Explore Investigate

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:

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

RESOURCES

Students will have access 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 & Experiences
- Teacher lead PowerPoint when applicable
- Internet for research and inspiration
- Google Docs
- Google Classroom

TRANSFER GOALS

Students will be able to apply the creative process projects beyond this lesson after the completion of this unit.

Assessment

[Assessments](#)

Modifications

[Modifications Link](#)