

# 10\_Share Artwork

Content Area: **Art**  
Course(s):  
Time Period: **Semester**  
Length: **1 Week**  
Status: **Published**

## **General Overview, Course Description or Course Philosophy**

---

The computer arts course is designed to offer students the skills and understanding to navigate and create artwork in the leading industry-standard vector graphics software programs. Students will create everything from web and mobile graphics to logos, icons, book illustrations, product packaging, and billboards. They will turn shapes and colors into logos and icons. Create typography, draw freehand, and trace and recolor graphics. They will work predominantly in Adobe Illustrator which is vector-based, so their artwork stays crisp even when scaled up to stadium size. Students will have assembled a digital portfolio showcasing their skills by the end of the course.

## **OBJECTIVES, ESSENTIAL QUESTIONS, ENDURING UNDERSTANDINGS**

---

**Objective:** Learn the basics of sharing computer art work, including sharing files, saving as PDF, and exporting images.

**Essential Questions:** How do people relate to and interpret media artworks? How can the viewer "read" a work of art as text? How does knowing and using arts vocabulary help us understand and interpret works of art?

**Enduring Understandings:** Interpretation and appreciation of an artwork and its media require consideration of form, context and personal experience. Analysis of media artworks provides clues to their expressive intent.

## **CONTENT AREA STANDARDS**

---

MA.9-12.1.2.12prof.Re8	Interpreting intent and meaning. Interpret
MA.9-12.1.2.12prof.Re8a	Analyze the intent, meaning and perception of a variety of media artworks, focusing on personal and cultural contexts and detecting bias, opinion and stereotypes. Relate

## **RELATED STANDARDS (Technology, 21st Century Life & Careers, ELA Companion Standards are Required)**

---

TECH.9.4.12.CI	Creativity and Innovation
TECH.9.4.12.CI.1	Demonstrate the ability to reflect, analyze, and use creative skills and ideas (e.g., 1.1.12prof.CR3a).  Innovative ideas or innovation can lead to career opportunities.

## **STUDENT LEARNING TARGETS**

---

### **Declarative Knowledge**

---

Students will understand that:

- Knowing and using arts vocabulary help us understand and interpret works of art.
- Interpretation and appreciation of an artwork and its media require consideration of form, context and personal experience.
- Analysis of media artworks provides clues to their expressive intent.

### **Procedural Knowledge**

---

Students will be able to:

- Use the basics of sharing computer art work, including sharing files, saving as PDF, and exporting images.
- Share work and relate to and interpret media artworks.
- "Read" a work of art as text.
- Use arts vocabulary to help us understand and interpret works of art.

## **EVIDENCE OF LEARNING**

---

### **Alternate Assessments**

---

- Teacher/Student Conferences
- Portfolios
- Modified Rubrics

## **Formative Assessments**

---

Teacher Observation

Teacher Feedback and Discussions

Student Journal

Practical Exercises

Independent Investigation Activities

## **Summative Assessments**

---

Teacher Rubrics

Final Projects

Reflection Worksheet

Self Evaluation

Critiques

## **RESOURCES (Instructional, Supplemental, Intervention Materials)**

---

Adobe Illustrator

Adobe Fresco

Google Drawing

Procreate

## **INTERDISCIPLINARY CONNECTIONS**

---

Innovation and ideas that are developed through the media arts can lead to potential career opportunities.

## **ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS**

---

See link to Accommodations & Modifications document in course folder.