

# 08\_Working with Artboards

Content Area: **Art**  
Course(s):  
Time Period: **Semester**  
Length: **2 Weeks**  
Status: **Published**

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

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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**

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**Objective:** Learn the basics of working with artboards, including navigating, creating, and editing.

**Essential Questions:** How does engaging in creating media artworks enrich people's lives? How does making media artworks attune people to their surroundings? How do media artworks contribute to an awareness and understanding of our lives and communities?

**Enduring Understandings:** Through creating media artworks, people make meaning by investigating and developing awareness of culture and experiences.

## **CONTENT AREA STANDARDS**

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MA.9-12.1.2.12prof.Cn11a	Demonstrate and explain how media artworks and ideas relate to various contexts, purposes, and values (e.g., social trends, power, equality, personal/cultural identity).  Relate
MA.9-12.1.2.12prof.Cn11b	Critically evaluate and effectively interact with legal, technological, systemic, and vocational contexts of media arts, considering ethics, media literacy, social media, virtual worlds, and digital identity.

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

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## **Standards are Required)**

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WRK.9.2.12.CAP

Career Awareness and Planning

TECH.9.4.12.CI.2

Identify career pathways that highlight personal talents, skills, and abilities (e.g., 1.4.12prof.CR2b, 2.2.12.LF.8).

There are strategies to improve one's professional value and marketability.

## **STUDENT LEARNING TARGETS**

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### **Declarative Knowledge**

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Students will understand that:

- Through creating media artworks, people make meaning by investigating and developing awareness of culture and experiences.

### **Procedural Knowledge**

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Students will be able to:

- Learn the basics of working with artboards, including navigating, creating, and editing.
- Enrich people's lives by engaging in creating media artworks.
- Use media arts to attune people to their surroundings.
- Use media artworks contribute to an awareness and understanding of our lives and communities.

## **EVIDENCE OF LEARNING**

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### **Alternate Assessments**

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- Teacher/Student Conferences
- Portfolios
- Modified Rubrics

## **Formative Assessments**

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Teacher Observation

Teacher Feedback and Discussions

Student Journal

Practical Exercises

Independent Investigation Activities

## **Summative Assessments**

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Teacher Rubrics

Final Projects

Reflection Worksheet

Self Evaluation

Critiques

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

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Adobe Illustrator

Adobe Fresco

Google Drawing

Procreate

## **INTERDISCIPLINARY CONNECTIONS**

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Students understanding of computer arts will help them better grasp the impact of societal changes both socially and economically.

## **ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS**

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See link to Accommodations & Modifications document in course folder.