

# 02\_Create and Edit Shapes

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 creating and editing shapes in vector art programs, including how to draw, combine, and trace shapes.

**Essential Questions:** How are creativity and innovation developed within and through media arts productions? How do media artists use various tools and techniques?

**Enduring Understandings:** Media artists require a range of skills and abilities to creatively solve problems.

## **CONTENT AREA STANDARDS**

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MA.9-12.1.2.12prof.Pr5	Developing and refining techniques and models or steps needed to create products.
MA.9-12.1.2.12prof.Pr5b	Develop and refine creativity and adaptability, such as design thinking and risk taking, in addressing identified challenges and constraints within and through media arts productions.
	Select

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

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WRK.9.2.12.CAP.3

Investigate how continuing education contributes to one's career and personal growth.

WRK.9.2.12.CAP.6

Identify transferable skills in career choices and design alternative career plans based on those skills.

## **STUDENT LEARNING TARGETS**

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### **Declarative Knowledge**

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Students will understand that:

- Media Artists require a range of skills and abilities to creatively solve problems.
- Media artists use various tools and techniques.
- Creativity and innovation are developed within and through media arts productions.

### **Procedural Knowledge**

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Students will be able to:

- Create and edit shapes in vector art programs.
- Draw, combine, and trace shapes.

## **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 will:

- Gain creative problem-solving skills that will make them more valuable to prospective organizations.
- Use problem-solving skills to identify and resolve technical problems.

## **ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS**

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See link to Accommodations & Modifications document in course folder.