04_Change Color and Strokes

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

Objectives: Learn the basics of working with colors, including how to change color, create swatches, recolor artwork, and more.

Essential Questions: How can an artist construct a media artwork that conveys purpose, meaning and artistic quality? How do media artists improve/refine their work?

Enduring Understanding: The forming, integration and refinement of aesthetic components, principles and processes create purpose, meaning and artistic quality in media artworks.

CONTENT AREA STANDARDS

MA.9-12.1.2.12prof.Cr1	Generating and conceptualizing ideas.
MA.9-12.1.2.12prof.Cr1a	Formulate multiple ideas using generative methods to develop artistic goals and solve problems in media arts creation processes.
MA.9-12.1.2.12prof.Cr1b	Organize and design artistic ideas for media arts productions.
MA.9-12.1.2.12prof.Cr1c	Critique plans, prototypes and production processes considering purposeful and expressive intent.

| MA.9-12.1.2.12prof.Cr1d | Apply aesthetic criteria in developing, refining and proposing media arts artwork. |
| | Conceive |

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

WRK.9.2.12.CAP.2	Develop college and career readiness skills by participating in opportunities such as structured learning experiences, apprenticeships, and dual enrollment programs.
TECH.9.4.12.CI	Creativity and Innovation
	With a growth mindset, failure is an important part of success.

STUDENT LEARNING TARGETS

Declarative Knowledge
Students will understand that:

- The forming, integration and refinement of aesthetic components, principles and processes create purpose, meaning and artistic quality in media artworks.

Procedural Knowledge
Students will be able to:

- Work with the basics of colors, including changing color, creatng swatches, recoloring artwork, and more.
- Construct a media artwork that conveys purpose, meaning and artistic quality.
- Use media artists improve/refine their work.

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

Students will gain the skills to be able to apply existing knowledge to generate new ideas, products, or processes outside of the classroom setting.

ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS

See link to Accommodations & Modifications document in course folder.