04_Change Color and Strokes

Content Area: Art

Course(s): Time Period: Length:

Status:

Semester 2 Weeks 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.	
	Conceive	
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	

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, creating 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 ap	oly 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.