02_Working with Digital Files

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

General Overview, Course Description or Course Philosophy

OBJECTIVES, ESSENTIAL QUESTIONS, ENDURING UNDERSTANDINGS

Objectives: Graphic art software is the tol used to create digital art. Digital art is an effective way to express ides and emotions.

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 Understandings: 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.Cn	Connecting
MA.9-12.1.2.12prof.Cr3	Refining and completing products.
MA.9-12.1.2.12prof.Cn10	Synthesizing and relating knowledge and personal experiences to create products.
MA.9-12.1.2.12prof.Cr3a	Understand the deliberate choices in organizing and integrating content, stylistic conventions, and media arts principles such as emphasis and tone.
MA.9-12.1.2.12prof.Cn10a	Access, evaluate and integrate personal and external resources to inform the creation of original media artworks, such as experiences, interests and cultural experiences.
	Synthesize

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

TECH.9.4.12.CT.1	Identify problem-solving strategies used in the development of an innovative product or practice (e.g., 1.1.12acc.C1b, 2.2.12.PF.3).

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.
- The basic functionality of the graphics software is currently being used in digital imaging.
- The basic techniques can be used to create a piece of digital art.

Procedural Knowledge
Students will be able to:

- Construct a media artwork that conveys purpose, meaning and artistic quality.
- Improve/refine their work.
- Troubleshoot, research help, and build skills using digital art tools.
- Produce digital art by using software tools and techniques.

EVIDENCE OF LEARNING

Alternate Assessments
- Teacher/Student Conferences
- Projects
- Presentations
- Modified Rubrics
- Portfolios

Formative Assessments
Teacher observation as the students work with the step-by-step instructions
Teacher observation as the students work independently

Teacher observation as the students work in groups

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)

Step-by-step demonstrations
Digital and written instructions
Video demonstrations
Visual examples
Supplied files for the students to practice with
Individual and group help as needed

INTERDISCIPLINARY CONNECTIONS

Students will be able to use problem-solving strategies used in the development of an innovative product or practice beyond the classroom.

ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS

See link to Accommodations & Modifications document in course folder.