

Graphic Design 1 & 2
Scope & Sequence: Year 1

Semester 1		Semester 2	
Quarter 1	Quarter 2	Quarter 3	Quarter 4
<p>Technical Standards: 1.0, 2.0, 5.0, 9, 7.0 Professional Standards: 1.0, 3.0</p> <p>Unit 1</p> <p>Computer Setup and Safety</p> <ul style="list-style-type: none"> File Management and Storage devices (cloud storage, flash drives). Use of Printers. Use of Input Devices (tablets, scanners, keyboards, or cameras). OSHA safety regulations overview. <p>Technical Standards: 1.1, 1.3, 1.4, 1.10, 3.5,4.1-7 Professional Standards: 1.0, 1A, B, 4.0,4A</p> <p>Unit 2</p> <p>History of Graphic Design and Careers</p> <ul style="list-style-type: none"> Discover history and evolution of graphic design from cave paintings to contemporary work. Discover design careers <p>Technical Standards: 1.5, 1.6,1.7, 2.1-6 Professional Standards: 2.0, 2B, 3.0, 3B, 3E, 6.0, 8.0</p> <p>Unit 3</p> <p>Copyright and Ethics</p> <ul style="list-style-type: none"> Ethical issues plagiarism, copyright infringement as it relates to written word and imagery. 	<p>Technical Standards: 8.6-8, 8.10 Professional Standards: 1.0</p> <p>Unit 7</p> <p>Illustrator Basics</p> <ul style="list-style-type: none"> Perform fundamental skills and create projects in Illustrator <p>Technical Standards: 5.0, 5.11, 6.6, 7.8, 8.1 Professional Standards: 5.0</p> <p>Unit 8</p> <p>Photoshop Basics</p> <ul style="list-style-type: none"> Perform fundamental skills and create projects in Illustrator <p>Technical Standards: 5.3-5, 8.0 Professional Standards: 2.0</p> <p>Unit 9</p> <p>Color Theory</p> <ul style="list-style-type: none"> Understand and demonstrate the various uses of color in print and digital design. Differentiate among color spaces. Discuss color psychology and color schemes. Identify color schemes and infer psychological effects in design works. Color Wheel 	<p>Technical Standards: 5.3-5, 8.10-12,9.1-3 Professional Standards: 3.0</p> <p>Unit 11</p> <p>InDesign Basics</p> <ul style="list-style-type: none"> Create projects using InDesign. <p>Review Adobe Illustrator & Photoshop Basics</p> <ul style="list-style-type: none"> Create projects using AI & PS. <p>Technical Standards: 5.0, 5.10, 9.4-6 Professional Standards: 3.0</p> <p>Unit 12</p> <p>Print and Mockup</p> <ul style="list-style-type: none"> Create prints and mockups (digital press, offset press, web press) based on industry practices and creating mockups. Apply finishing techniques. Select appropriate substrate. Utilize binding techniques. 	<p>Technical Standards: 1.0, 1.8, 3.0, 3.6, 3.7, 3.9-11, 4.0, 4.8 Professional Standards: 1.0, 2.0, 9.0</p> <p>Unit 13</p> <p>Project Based Learning #1</p> <ul style="list-style-type: none"> Create a multi-piece design package for a client Create a logo, shirt, poster, multi-page document and digital asset for a client Utilize a web-based program to organize and display design elements <p>Technical Standards: 1.0, 1.8, 3.0, 3.6, 3.7, 3.9-11, 4.0, 4.8 Professional Standards: 1.0, 2.0, 9.0</p> <p>Unit 14</p> <p>Project Based Learning #2</p> <p>Students will create a multi-piece design package for a client.</p> <ul style="list-style-type: none"> Create a logo, shirt, poster, multi-page document and digital asset for a client Utilize a web-based program to organize and display design elements

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<p>Technical Standards: 1.9, 3.1-4, 7.1-3, 7.5,7.6 Professional Standards: 2.0, 3.0, 5.0</p> <p><u>Unit 4</u> Workflow</p> <ul style="list-style-type: none"> Demonstrate the flow of a graphic design projects from start to finish. <p>Technical Standards: 6.0, 6.3-5, 8.0, 8.9 Professional Standards: 5.0</p> <p><u>Unit 5</u> Typography</p> <ul style="list-style-type: none"> Utilize and understand the basic anatomy of type and using fonts as a design. <p>Technical Standards: 6.0, 8.0 Professional Standards: 8.G</p> <p><u>Unit 6</u> Introduction to Adobe Software</p> <ul style="list-style-type: none"> Create an appropriate account username and password. Adhere to district policies while using the internet, intranet and school equipment. 	<p>Technical Standards: 6.0, 6.1,6.2,7.0,7.4 Professional Standards: 3.0</p> <p><u>Unit 10</u> Design Theory</p> <ul style="list-style-type: none"> Understand the elements and principles of design and how they are used in design work. Create projects that integrate elements and principles of design. 		