

GRAPHIC DESIGN AND ILLUSTRATION, SEMESTER A

Credits: 0.5

COURSE OVERVIEW AND GOALS

This one-semester course is intended as a practical, hands-on guide to help you understand graphic design concepts, graphic image creation, and image manipulation. This course has 14 lessons organized into 4 units, plus 4 Unit Activities. Each lesson contains one or more Lesson Activities.

This course covers careers you can pursue in graphic design. It also covers training and skills required for a graphic designer. In addition, this course describes how to create images using color and typography and how to manipulate images. It also guides you how to create images using design elements and principles. Finally, this course covers copyright laws and ethics related to the use of graphic design.

You will submit the Unit Activities to your teacher, and you will grade your work on the Lesson Activities by comparing them with the given sample responses. The Unit Activities (submitted to the teacher) and the Lesson Activities (self-checked) are the major components of this course. There are other assessment components, namely the mastery test questions that feature along with the lesson; the pre- and post-test questions that come at the beginning and end of the unit, respectively; and an end-of-semester test. All of these tests are a combination of simple multiple choice questions and technology enhanced (TE) questions.

By the end of this course, you will be able to do the following:

- ❖ Evaluate the skills necessary for a graphic design career and how to demonstrate them.
- ❖ Communicate how to perform basic hardware installations.
- ❖ Create images demonstrating design elements and principles.
- ❖ Apply graph design skills such as color-balancing techniques, manipulating an image, and using design layouts.
- ❖ Perform image editing, such as adjusting hue, saturation, contrast, and brightness.
- ❖ Apply creativity and design elements to graphic design products.

COURSE COMPONENTS AND GRADING RUBRIC

The table gives a breakdown of the weight for each component in the course. Weight represents the percentage of the total score coming from each activity.

Course Components	Count	Weight*
Pretest. <i>A pretest is an optional assessment, typically designed for credit recovery. If a student shows mastery of a lesson objective, the student may be automatically exempted from the upcoming activities associated with the mastered objective. Pretests are not included as a component of the student's final grade.</i>	4	0%
Module. <i>Each module in this course contains an interactive tutorial or study and an associated mastery test. Tutorials and studies combine instruction and practice to prepare students for the mastery test, which is a computer-scored lesson-level summative assessment. The module score comes from a student's score on the mastery test.</i>	14	20%
Discussion. <i>A discussion activity is an opportunity for students to collaborate with their peers. An online threaded discussion mirrors the educational experience of a classroom discussion initiated when a teacher asks a complex, open-ended question. Students can engage in the discussion by responding both to the question and to the thoughts of others allowing for higher-order thinking about terminal objectives.</i>	4	20%
Unit Activity. <i>A Unit Activity is at the end of a unit and constitutes one or more small tasks. Its purpose is to deepen understanding of key unit concepts and tie them together. Each Unit Activity includes a simple rubric. The teacher versions include both a rubric and modeled sample answers. Unit Activities are teacher graded.</i>	4	20%
Posttest. <i>A posttest appears at the end of each unit.</i>	4	20%
End-of-Semester Test. <i>An end-of-semester test (EOS) appears at the end of each course.</i>	1	20%
Total	31	100%

Weight* Teachers may manually adjust these weights if desired, per district grading requirements.

SCOPE AND SEQUENCE

UNIT 1: HISTORY AND CAREERS

In this unit, you will describe graphic design and how it evolved. You will describe careers in graphic design and multimedia. In addition, you will identify and assess the training and skills required for a graphic designer.

Activity	Activity Objective
Syllabus	Review the Course Syllabus at the beginning of the course.
History of Graphic Design	Recognize the evolution of graphic design.
Careers in Graphic Design	Identify careers in graphic design and prepare a résumé.
Training and Skills	Identify the training and skills required for a graphic designer.
Unit Activity: History and Careers	Identify the skills, responsibilities, and the hardware graphic designers use in their careers.

UNIT 2: CREATING IMAGES

In this unit, you will describe the types of digital images and graphic design tools. You will describe how universal symbols are used. Additionally, you will describe color concepts and apply color-balancing techniques to images. Finally, you will describe the effects of typography on a digital image.

Activity	Activity Objective
Digital Image Concepts and Basic Tools	Identify digital image concepts and use the basic tools of graphic design software.
Creating Basic Shapes and Universal Symbols	Recognize how universal symbols are used.

Activity	Activity Objective
Applying Color	Identify the properties of color and apply color-balancing techniques.
Typography	Recognize the effects of typography on a digital image.
Unit Activity: Creating Images	Use graphic design tools and techniques to create a wallpaper image for a laptop or desktop computer.

UNIT 3: IMAGE MANIPULATION AND COPYRIGHT LAWS

In this unit, you will describe how to apply image manipulation and rendering techniques on a digital image. You will also describe how to organize and store digital images. Finally, you will describe laws and ethics related to graphic design.

Activity	Activity Objective
Basic Manipulation Tools and Rendering Techniques	Apply image manipulation and rendering techniques on a digital image.
Storing Images	Identify how to organize and store images.
Copyright Laws and Fair Use	Recognize laws and ethics related to graphic design.
Unit Activity: Image Manipulation and Copyright Laws	Use image editing tools and graphic design skills to create and edit images.

UNIT 4: PRINCIPLES OF DESIGN, PERSPECTIVE, AND PRINTING

In this unit, you will create images using elements of design. You will also create a layout design using design principles. In addition, you will describe how to create perspective images. Finally, you will describe the digital printing process.

Activity	Activity Objective
Elements of Design	• Create images using the elements of design.
Principles of Design	• Create a layout design using design principles (emphasis, readability, balance, rhythm, and unity).
Perspective	• Identify how to create one-point and two-point perspective images.
Digital Printing	• Examine the digital printing process.
Unit Activity: Principles of Design, Perspective, and Printing	• Use principles of design to create several design layouts and a two point perspective Rubik's cube.

COURSE MAP

You will achieve course level objectives by completing each lesson's instruction, assignments, and assessments. For a detailed look at how the materials meet these objectives, review the [course map](#).