

Wyoming Department of Education Required Virtual Education Course Syllabus

BIG HORN COUNTY SCHOOL DISTRICT #1

Program Name	WYCA	Content Area	Fine Arts
Course ID	CAOT77507	Grade Level	9, 10, 11, 12
Course Name	Introduction to Graphic Design A	# of Credits	0.5
SCED Code	05162G0.5012	Curriculum Type	Connections Academy

COURSE DESCRIPTION

Can people communicate without using words? Do different colors invoke different emotions? Can artists use various textures to communicate a range of ideas? Absolutely! Designed to develop an understanding and appreciation for design, the Introduction to Graphic Design A course teaches the student to interpret visual representations and to communicate his or her own ideas and information graphically. By raising the student's awareness of design, this intermediate-level course establishes a strong foundation in the basic principles of graphic design. This course, the first in a two-semester series, introduces the student to scenarios that can be solved by applying creative techniques that yield innovative and effective design solutions. Though the course is structured around computer-assisted graphic design, the student will examine other types of design as well. The student will also learn to use Inkscape, an image-editing program that is provided, and will create several design compositions using this program.

WYOMING CONTENT AND PERFORMANCE STANDARDS

FPA11.1.A.1	Students conceptualize, create and revise original art to express ideas, experiences and stories.
FPA11.1.A.2	Students envision, create, communicate experiences and ideas, and work toward artistic goals through use of media, techniques, technologies, and processes.
FPA11.1.A.3	Students plan and create artistic works based on use of design elements and principles.
FPA11.1.A.4	Students collaborate with others in creative artistic processes.
FPA11.1.A.5	Students use art materials and tools in a safe and responsible manner.
FPA11.2.A.1	Students observe and describe in detail the physical properties of works of art.
FPA11.2.A.2	Students interpret and analyze the intentions of artists through themes, subjects and symbols. Students question and explore the implications of the artists' various purposes.
FPA11.2.A.3	Students state preferences for individual works of art and provide rationale for those preferences based on an analysis of artistic elements and principles.
FPA11.2.A.4	Students form and defend their preferences for artists, specific works and styles.
FPA11.3.A.1	Students differentiate among a variety of historical, environmental and cultural contexts in terms of characteristics and purposes of works of art.
FPA11.3.A.2	Students describe the function and explore the meaning of specific art objects within varied cultures, eras, and environments.
FPA11.3.A.3	Students analyze relationships of works of art to one another in terms of history, aesthetics, environment, and culture and place their work within the continuum of the visual arts.
FPA11.4.A.1	Students synthesize the creative and analytical processes and techniques of the visual arts and other disciplines.
FPA11.4.A.2	Students identify artistic skills and determine how they apply to a variety of careers and recreational opportunities.
FPA11.4.A.3	Students analyze the contributions that art and visual artists make to their local community and contemporary society.
FPA11.4.A.4	Students demonstrate appropriate behavior in a variety of art settings.

SCOPE AND SEQUENCE

UNIT OUTLINE	STANDARD#	OUTCOMES
<p>Unit 1: Image Editing Software In this unit, you will download the image editing software needed for this course.</p>		<ul style="list-style-type: none"> •You will be using a piece of software called Inkscape in this course. •You can download the free Inkscape software from the Internet.
<p>Unit 2: What is Design? Design is a form of art. Design is everywhere. There are many different types of design, and a wide variety of professions are design oriented. This unit will define design and discuss the various purposes design serves. Problem solving is a big part of design, so you will learn problem-solving skills in this unit as well. You will also learn about the design process and practice an assortment of creativity strategies that will help you create effective, innovative visual solutions.</p>	FPA11.1.A.4, FPA11.2.A.1, FPA11.2.A.2, FPA11.2.A.3, FPA11.2.A.4, FPA11.3.A.1, FPA11.3.A.2, FPA11.4.A.2, FPA11.4.A.3	<ul style="list-style-type: none"> •Describe what role the audience takes in the design of a visual piece •Identify and apply strategies to enhance creativity •Identify and solve visual challenges through analysis, synthesis, and evaluation •Identify the intentions of a visual design and evaluate how well the design meets these intentions •List the various types of media used in design, and describe how the choice of media is important to the visual communication of ideas
<p>Unit 3: Art Form and Media Art takes many forms and can be created through a variety of means. This unit will explore the various art forms, techniques, and media that are used to create art. You will also be introduced to image editing in this unit.</p>	FPA11.1.A.4, FPA11.2.A.1, FPA11.2.A.2, FPA11.2.A.3, FPA11.2.A.4, FPA11.3.A.1, FPA11.3.A.2, FPA11.3.A.3, FPA11.4.A.1, FPA11.4.A.2, FPA11.4.A.3, FPA11.4.A.4	<ul style="list-style-type: none"> •Describe how the choice of media is important to the visual communication of ideas •List the various types of media used in design •Use an image-editing software, such as Inkscape, to create digital graphics
<p>Unit 4: The Design Process In this unit you will learn about the design process and practice an assortment of creativity strategies that will help you to create effective, innovative visual solutions.</p>	FPA11.1.A.1, FPA11.1.A.2, FPA11.1.A.3, FPA11.1.A.5, FPA11.4.A.1, FPA11.4.A.2	<ul style="list-style-type: none"> •Describe what role the audience takes in the design of a visual piece •Identify and solve visual challenges through analysis, synthesis, and evaluation •Identify and apply strategies to enhance creativity
<p>Unit 5: Elements of Design Graphic designers need a set of tools in order to create effective, creative solutions to visual problems. The elements of design are the building blocks of design. This unit will discuss the characteristics and qualities of six basic elements of design: line, shape, space, color, texture, and type. Understanding the appropriate uses and purposes for each of these elements is an essential part of being a good designer. In this unit you will learn to identify these elements in designs and to use these elements effectively in your own designs.</p>	FPA11.1.A.1, FPA11.1.A.2, FPA11.1.A.3, FPA11.1.A.5, FPA11.4.A.1, FPA11.4.A.2, FPA11.4.A.3	<ul style="list-style-type: none"> •Communicate a message visually through an appropriate medium at a high level of effectiveness •List and define the basic elements of design •Identify the elements of design in a given piece of artwork •Describe how the use of various design elements is important to the visual communication of ideas
<p>Unit 6: Principles of Design In addition to the design elements designers have at their disposal, designers also have a set of design principles used as tools to lead their efforts in creating effective solutions to visual problems. Principles of design include balance, rhythm, contrast, harmony, and dominance. These principles are vital to the overall success of visual designs. This unit will discuss and provide examples of each of these principles of design. You will be given opportunities to practice identifying and implementing each design principle in visual designs.</p>	FPA11.1.A.3, FPA11.1.A.5, FPA11.4.A.1, FPA11.4.A.3	<ul style="list-style-type: none"> •Communicate a message visually through an appropriate medium at a high level of effectiveness •Describe how the use of various design principles is important to the visual communication of ideas •Identify differences between visual designs as they relate to design principles •Identify the history and culture of pieces of artwork by comparing and contrasting the design principles in each piece •Identify the principles of design in a given piece of artwork

Unit 7: Final Project and Exam

In this unit, you will complete the final project for this course and take the final exam.

•Demonstrate mastery of the course objectives by successfully completing the final project and exam