

# Wyoming Department of Education Required Virtual Education Course Syllabus

## BIG HORN COUNTY SCHOOL DISTRICT #1

Program Name	WYCA	Content Area	Fine Arts
Course ID	CAOT77525	Grade Level	9, 10, 11, 12
Course Name	Introduction to Graphic Design B	# of Credits	0.5
SCED Code	05162G0.5022	Curriculum Type	Connections Academy

### COURSE DESCRIPTION

*Understanding the history of any area of study is important to learning about and appreciating society today. In Introduction to Graphic Design B, the second course in a two-semester series, the student will be introduced to the history of design and how various design movements have contributed to the field of design. The student will get answers to questions such as "What role does design play in society?" and "How does the field of design relate to other facets of society?" Understanding where the field of design comes from will help the student to appreciate the aesthetics and purposes for design today. In addition, this course expands on foundational knowledge in the basic principles of graphic design. The student will learn to communicate visually through effective layout and interface design. The student will also be introduced to appropriate techniques for the evaluation of art and design. Though the course is structured around computer-assisted graphic design, the student will examine other types of design as well. The student will learn to use Inkscape, an image-editing program that is provided for him or her, 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.
FPA11.1.A.6	Students select, prepare and exhibit their artwork and explain their choice(s).
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
<b>Unit 1: Image Editing Software</b> In this unit, you will download the image editing software needed for this course.		<ul style="list-style-type: none"> <li>You will be using a piece of software called Inkscape in this course.</li> <li>You can download the free Inkscape software from the Internet.</li> </ul>
<b>Unit 2: History of Graphic Design Part 1</b> As time goes by, certain events, such as war, scientific discoveries and inventions, as well as various political affairs, stand out above all the other mundane events of peoples' lives. They have a huge effect on people and on the world. It's inevitable that these events shape the world's cultures—making their marks on peoples' habits, trends, and lifestyles. As you look at various cultures and how they've changed throughout time and compare those trends to the events of the world, you will see a correlation. The same goes with the various movements in the field of design. As a graphic designer, it is important for you to be aware of the various design styles, how they came about, and what philosophies influenced designers. Each of these past movements in design still have their effect on the design styles of today.	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	<ul style="list-style-type: none"> <li>Explain why understanding the history of graphic design is important and how this understanding benefits designers today</li> <li>Explore the differences in the characteristics of visual design pieces across cultures and time and relate works of art to one another in terms of history, aesthetics, and culture</li> <li>Evaluate visual similarities and differences of designs from various movements</li> <li>Describe the culture of a design by evaluating its visual similarities and differences</li> <li>Compare characteristics of visual arts within a particular era with ideas, issues, or themes in other fields</li> </ul>
<b>Unit 3: History of Graphic Design Part 2</b> As time goes by, certain events, such as war, scientific discoveries and inventions, as well as various political affairs, stand out above all the other mundane events of peoples' lives. They have a huge effect on people and on the world. It's inevitable that these events shape the world's cultures—making their marks on peoples' habits, trends, and lifestyles. As you look at various cultures and how they've changed throughout time and compare those trends to the events of the world, you will see a correlation. The same goes with the various movements in the field of design. As a graphic designer, it is important for you to be aware of the various design styles, how they came about, and what philosophies influenced designers. Each of these past movements in design still have their effect on the design styles of today.	FPA11.1.A.1, FPA11.1.A.2, FPA11.1.A.3, FPA11.1.A.5, FPA11.2.A.1, FPA11.2.A.2, FPA11.3.A.1, FPA11.3.A.2, FPA11.3.A.3, FPA11.4.A.1, FPA11.4.A.2, FPA11.4.A.3	<ul style="list-style-type: none"> <li>Explain why understanding the history of graphic design is important and how this understanding benefits designers today</li> <li>Explore the differences in the characteristics of visual design pieces across cultures and time and relate works of art to one another in terms of history, aesthetics, and culture</li> <li>Evaluate visual similarities and differences of designs from various movements</li> <li>Describe the culture of a design by evaluating its visual similarities and differences</li> <li>Compare characteristics of visual arts within a particular era with ideas, issues, or themes in other fields</li> </ul>
<b>Unit 4: Layout</b> Layout is an essential part of graphic design. Whether you are designing a book cover, magazine spread, website, or an advertisement, layout plays an integral role in the success of the design. The layout of a composition can either contribute to or act as a detriment to the usability of a design.	FPA11.1.A.1, FPA11.1.A.2, FPA11.1.A.3, FPA11.1.A.5, FPA11.4.A.3	<ul style="list-style-type: none"> <li>Effectively communicate a message visually</li> <li>Evaluate the effectiveness of visual designs in terms of organization</li> </ul>

<p><b>Unit 5: Interface Design</b>          In the digital age of design, it is very important that graphic designers understand the way people interact with their environments, both on-screen and offscreen. This unit will discuss the various considerations designers must keep in mind when designing interactive interfaces for websites and other on-screen applications.</p>	<p>FPA11.1.A.1, FPA11.1.A.2,          FPA11.1.A.3, FPA11.1.A.5</p>	<ul style="list-style-type: none"> <li>•Effectively communicate a message visually on-screen</li> <li>•Define interface and describe several examples</li> <li>•List the most important usability factors to consider when designing for interaction</li> <li>•List and describe the seven considerations for web design</li> <li>•Describe the various types of information, or navigation, structures and identify which navigation structure is most appropriate for a given situation</li> </ul>
<p><b>Unit 6: Final Project and Exam</b>          In this unit, you will complete the final project for this course and take the final exam.</p>	<p>FPA11.2.A.1, FPA11.2.A.2,          FPA11.2.A.3, FPA11.2.A.4,          FPA11.4.A.4</p>	<ul style="list-style-type: none"> <li>•Demonstrate mastery of the course objectives by successfully completing the final project and exam</li> </ul>