## **CURRICULUM MAP**

Subject: Graphic Design and Animation Grade Level: 9-12 Revised 7/22

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
<ul> <li>Graphic Design in our World</li> <li>Google Classroom/Notebook Use</li> <li>Saving work/Formats</li> <li>Choosing Images/Royalty-Free</li> <li>Interface</li> <li>Filters, Adjustments and Layer Blends</li> <li>Accessing Filters</li> <li>Exploring the Variety of Filters</li> <li>Choosing and Manipulating an Images using Filters</li> <li>Reflections</li> <li>Rectangle Marquee Tool</li> <li>Copy and Paste</li> <li>Transformation: Flipping Images</li> <li>Color</li> <li>Resolution</li> <li>Using Complimentary Colors</li> <li>Threshold/High Contrast Images</li> <li>Hue/Saturation</li> </ul>	Adjustments	<ul> <li>Building upon Skills</li> <li>Theme Based Projects</li> <li>Developing a Personal Portfolio</li> <li>Designing for Competition</li> </ul> Intro to Animation: <ul> <li>History of Animation</li> <li>Animation Artists</li> <li>Animation in our World</li> </ul> Frame by Frame Animation <ul> <li>Illusion of Movement</li> <li>Creating a GIF</li> <li>Animating personal characters or movement through landscape.</li> </ul> Introduction of Movement <ul> <li>Creating a GIF</li> <li>Animating personal characters or movement through landscape.</li> </ul>	<ul> <li>Personal Portfolio: At least 5 pieces</li> <li>Preparing Art Show Pieces: Select Top Two</li> <li>Animation</li> <li>Final Animation Project</li> <li>Organize Computer Files</li> <li>Organize Paper Files</li> <li>Clean up Computer Space</li> <li>Clean up and Prepare Computer Lab for Summer</li> <li>Graphic Designer to visit</li> <li>Local Artists in Animation or Graphic Design</li> <li>Career Connections</li> </ul>

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## **Student Profile**

With the completion of this course, students will:

- Build upon knowledge of the Elements and Principles of Art specifically in relation to graphic design and animation.
- Learn about and become familiar with the computer program, Photoshop.
- Challenge their conceptual thinking and creative problem solving.
- Create, reflect and critique upon works of art specific to the class and provide opportunities for students to exhibit their work.
- Understand the application of this course to a career as a graphic designer and/or animator.
- Be part of a class community that will learn through revision, independent thinking, class discussion and peer teaching.