

	Quarter 1/3				Quarter 2/4	
	August/January			September/February	October/March	November-December/ April-May
Topic	Google Drawing	Adobe Spark	Canva	Adobe InDesign	Adobe Illustrator	Adobe Photoshop
Standards/ Outcomes	<p>3 2 1 0 2. Demonstrate proficiency in the use of digital imaging.</p> <p>3 2 1 0 9. Apply principles and elements of design.</p> <p>3 2 1 0 13. Evaluate visual appeal.</p> <p>3 2 1 0 14. Produce or acquire graphics content.</p> <p>3 2 1 0 17. Use available reference tools as appropriate.</p> <p>3 2 1 0 18. Explain the key functions and applications of software.</p>	<p>3 2 1 0 1. Demonstrate knowledge of the basic principles of motion graphics.</p> <p>3 2 1 0 2. Demonstrate proficiency in the use of digital imaging.</p> <p>3 2 1 0 3. Manipulate images, video, and motion graphics.</p> <p>3 2 1 0 9. Apply principles and elements of design.</p> <p>3 2 1 0 13. Evaluate visual appeal.</p> <p>3 2 1 0 14. Produce or acquire graphics content.</p> <p>3 2 1 0 17. Use available reference tools as appropriate.</p> <p>3 2 1 0 18. Explain the key functions and applications of software.</p>	<p>3 2 1 0 1. Demonstrate knowledge of the basic principles of motion graphics.</p> <p>3 2 1 0 13. Evaluate visual appeal.</p> <p>3 2 1 0 14. Produce or acquire graphics content.</p> <p>3 2 1 0 17. Use available reference tools as appropriate.</p> <p>3 2 1 0 18. Explain the key functions and applications of software.</p>	<p>3 2 1 0 2. Demonstrate proficiency in the use of digital imaging.</p> <p>3 2 1 0 3. Manipulate images, video, and motion graphics.</p> <p>3 2 1 0 4. Create and refine design concepts.</p> <p>3 2 1 0 7. Apply color theory to select appropriate colors.</p> <p>3 2 1 0 8. Apply knowledge of typography.</p> <p>3 2 1 0 9. Apply principles and elements of design.</p> <p>3 2 1 0 10. Create and/or implement the look and feel of a product.</p> <p>3 2 1 0 12. Enhance digital communication presentation using a photographic process.</p> <p>3 2 1 0 13. Evaluate visual appeal.</p> <p>3 2 1 0 14. Produce or acquire graphics content.</p> <p>3 2 1 0 16. Define scope of work to achieve individual and group goals.</p> <p>3 2 1 0 17. Use available reference tools as appropriate.</p> <p>3 2 1 0 18. Explain the key functions and applications of software.</p> <p>3 2 1 0 19. Explain the need for regular backup procedures</p>	<p>3 2 1 0 2. Demonstrate proficiency in the use of digital imaging.</p> <p>3 2 1 0 3. Manipulate images, video, and motion graphics.</p> <p>3 2 1 0 4. Create and refine design concepts.</p> <p>3 2 1 0 7. Apply color theory to select appropriate colors.</p> <p>3 2 1 0 8. Apply knowledge of typography.</p> <p>3 2 1 0 9. Apply principles and elements of design.</p> <p>3 2 1 0 10. Create and/or implement the look and feel of a product.</p> <p>3 2 1 0 11. Create graphical images and/or or video elements.</p> <p>3 2 1 0 13. Evaluate visual appeal.</p> <p>3 2 1 0 14. Produce or acquire graphics content.</p> <p>3 2 1 0 15. Differentiate between copyright and trademarks.</p> <p>3 2 1 0 17. Use available reference tools as appropriate.</p> <p>3 2 1 0 18. Explain the key functions and applications of software.</p> <p>3 2 1 0 19. Explain the need for regular backup procedures</p>	<p>3 2 1 0 1. Demonstrate knowledge of the basic principles of motion graphics.</p> <p>3 2 1 0 2. Demonstrate proficiency in the use of digital imaging.</p> <p>3 2 1 0 3. Manipulate images, video, and motion graphics.</p> <p>3 2 1 0 4. Create and refine design concepts.</p> <p>3 2 1 0 5. Alter digitized images using an image manipulation program.</p> <p>3 2 1 0 7. Apply color theory to select appropriate colors.</p> <p>3 2 1 0 9. Apply principles and elements of design.</p> <p>3 2 1 0 10. Create and/or implement the look and feel of a product.</p> <p>3 2 1 0 11. Create graphical images and/or or video elements.</p> <p>3 2 1 0 12. Enhance digital communication presentation using a photographic process.</p> <p>3 2 1 0 13. Evaluate visual appeal.</p> <p>3 2 1 0 14. Produce or acquire graphics content.</p> <p>3 2 1 0 15. Differentiate between copyright and trademarks.</p> <p>3 2 1 0 17. Use available reference tools as appropriate.</p> <p>3 2 1 0 18. Explain the key functions and applications of software.</p> <p>3 2 1 0 19. Explain the need for regular backup procedures</p>
Curriculum Materials	<p>- Textbook:</p> <p>- Guided Practice:</p> <p>- Project-Based Learning:</p>	<p>- Textbook:</p> <p>- Guided Practice:</p> <p>- Project-Based Learning:</p>	<p>- Textbook:</p> <p>- Guided Practice:</p> <p>- Project-Based Learning:</p>	<p>- Textbook: The Design Collection: Adobe CS6, The Design Collection, Cengage</p> <p>- Guided Practice: 1.1, 1.4, 2.2, 2.4, 4.1, 4-2, 4.3, 4.4, 4.5, 4.6,</p>	<p>- Textbook: The Design Collection: Adobe CS6</p> <p>- Guided Practice: 1.2, 1.3, 1.4, 1.8, 1.9, 2.1, 2.2, 2.4, 2.5, 2.6, 2.7, 3.1, 3.2, 3.3, 4.1-4.4, 4.5-</p>	<p>- Textbook: The Design Collection: Adobe CS6</p> <p>- Guided Practice: 3.7, 3.8, 4.1-4.6, 5.1, 5.2, 6.1, 01, 02, 03, 04, 05, 06</p>

Business | Computer Graphics & Desktop Publishing

	Interactive Personal Poster			5.7, - Project-Based Learning: 1.6, 2.5, 2.6, CH 1-3 Skills Review, 1-7, 1-5, 1-12, Magazine Layout, 4-10, 4-54, Greeting Card, School Play Flier, Tabloid-Final	4.8, 4.9-4.12, 4.13-4.17 - Project-Based Learning: 1.10, Spring Break Publication, Own Logo, Envelope, Business Card, 2.3, 3.4, 3.9, 4.24, Eclipse, 4.23, Tabloid-Final	- Project-Based Learning: Hot air balloon, 4.7-4.10, 5.10, Photoshop Fails, Self-Portrait, Teach your own trick, Album cover, Energy Drink label, Tabloid-Final
Supplemental Materials	Google Suite	Adobe Spark Online Application	Canva Online Application		KCCTE - Illustrator & Photoshop	KCCTE - Illustrator & Photoshop
Connections						
Assessments	Unit Publications	Unit Publications	Unit Publications	Unit Publications	Unit Publications	Unit Publications