

TUHSD Program: **Graphics/Web Design**

Course Title: **Computer Graphic Design 1**

Room: S113

Teacher: Justin Elkin

School: Tempe High School



Computer Graphic Design 1

OUR SLOGAN, MISSION, VISION, & VALUES

- **Mission Statement:**

Tempe High prepares all students to meet the challenges of the 21st century global community by helping them reach their full potential.

Vision Statement:

At Tempe High School, we will provide a safe and challenging learning environment for ALL students. Our students are encouraged to discover and build on their strengths. Our faculty and staff will prepare students for college and career opportunities as well as support students in mastering 21st century skills. Our community aims to develop its students into responsible global citizens who are knowledgeable, inquiring, and compassionate.

Values:

1. We will collaborate and contribute positively in our professional learning communities (PLCs) to effectively support student academic growth and achievement.
2. We will model professional behaviors and interactions with our students, parents, staff, and community.
3. We will respect and accommodate all needs and perspectives.
4. We will model transparent communication to our students, parents, staff and the wider educational community.
5. We will commit to a shared belief that all students must be respected, valued, and supported on a personal and academic level.

Motto:

A Family of Learners

Slogan:

Something for Everyone

Course Description:

In Computer Graphic Design 1, students an introduction to computer systems, graphic communications and design, and various media software applications. Through hands-on experiences, students will apply technical knowledge and skills to plan, design, create and evaluate visual and printed media. The curriculum is based on specific skills using mechanical, electronics, and digital graphics equipment. Areas introduced include vector and raster graphics, typography, layout-design, and multimedia. The student in this program will implement critical thinking, applied academic, artistic principles, evaluation processes, and

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studio techniques. Students will engage in career planning to assist them in making choices for the future.

Specialized Equipment:

Lab equipment includes Apple Mac computers; Adobe Creative Cloud Suite with Illustrator, Photoshop, InDesign, etc.; color laser printer, large format printer, graphing tablets, and digital cameras. If any of this equipment is broken by the student. Student must pay full cost of the equipment to the school or face consequences at the discretion of the school principal and district. Example: not being able to graduate and withholding of diploma.

Industry Certification(s)

Certification in Graphic Design & Illustration Using Adobe Illustrator. Students at the end of the two years of this course will take the Adobe cert

What do I want you to accomplish?

1. For students to develop their skills in communicating visually and verbally through two-dimensional and digital art and design.
2. For students to gain confidence in talking about and creating design based artwork.
3. For students to learn more about themselves through art.
4. For students to expand their knowledge of Adobe Suite programs, designing for a client, the history of art and design, and the role design plays in education, careers, and daily life.

What are we going to do?

1. **Making art:** In this course you will have a chance to explore topics that focus on your interests through two dimensions, with an emphasis on painting. We will use a variety of materials including pencil, watercolor, acrylic, mixed media, and oil.
2. **Talking about art:** In class we will discuss artwork, current and historic. We will also **critique**, or talk about, your finished work.
3. **Writing about art:** Several times over the semester you will be asked to write about your work and the work of others. This writing could take the form of poetry, story, a persuasive piece, or an artist statement. Writing is meant to ENHANCE the art making experience and will never be used as “busy work” or punishment.
4. **Lab Based Learning:** 90% of this will be hands on learning in a computer lab environment during class time.

Examples of work-based learning activities include career planning and preparation, projects and processes that simulate the media industry expectations, art shows, and competitions, field experiences to studios as well as guest speakers in the classroom.

Students produce a variety of images in Photoshop and Illustrator for the campus, students, and faculty.

- a. Cathy Moore, *FIDM*
- b. James Koenig, Graphic Artist and Illustrator <http://www.freelancefridge.com/>
- c. SCAD, <https://www.scad.edu/>
- d. Todd McFarlane, McFarlane Studios, <https://mcfarlane.com/>
- e. Robert Beadle, *True Story Films*, Graphic Design and Film

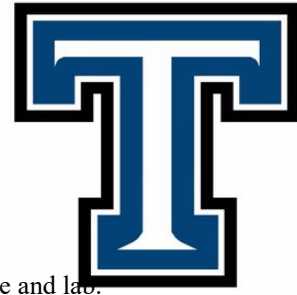
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5. **Mr. Elkin Lecture Time:** Art history, art training, and art theory 50/50 lecture and lab.
6. **Industry Support: Field trips: TBD**
Guest speakers
7. **CTSO: *Career Technical Student Organizations*.** We will be going to the FBLA Marketing conference. **Must wear a suit/skirt Professional attire when we go to this conference.**
8. **Club Meetings:** Entertainment design club. Once a month we will meet during lunch in the lecture hall.

What am I expected to do?

The following behaviors are expected from students in order to meet our goals:

1. **Ambition:** If you push yourself farther than you think you can go, you may surprise yourself with what you are able to accomplish.
2. **Professionalism:** In order to become a better artist and a better thinker, you need to act in a professional manner. This means taking care of all your artwork, cleaning up after yourself and your space, doing your best at all times, following all rules, and completing ALL assignments.
3. **Participation:** Art is about creating and discussing. For you to reap the full benefits of this course, you need to participate in art making activities, class discussions, and writing assignments. All three are related and participation in all these tasks will benefit your artistic mind.
4. **Open-mindedness:** New thoughts and ideas are constantly arising in the art world. In order to understand, appreciate, and have the creative mind to create wonderful art work you must be open to new ideas and experimentations. Don't be afraid to try new things and have fun with it!
5. **Electronic Usage:**
 - a. **Students are not permitted to record/publish/distribute any course/classroom-related content with his/her personal electronics unless prior written permission has been granted to the student by the course instructor.**
6. **Class Equipment:**
 - a. **Students in Graphic Design will be required to utilize class and studio equipment (e.g. video cameras, DSLR cameras, microphones, computers, external hard drives, SD cards, etc.). This equipment is shared among other digital media courses. Students must follow proper protocol in signing out, utilizing, maintaining, and returning class equipment. Failure to do so could result in disciplinary action. Additionally, students will be required to replace equipment that is not properly maintained or cared for while in their possession.**

How will I be graded?

1. **40% Major assignments**
 - a. **Projects:** Final projects will be graded on craftsmanship, ambition, engagement with assignments, and your overall final product. All projects are due on the **day of the critique** (various dates to be announced throughout the semester). I will grade all artwork after the critique. After you receive your grade, you will have three days to revise your artwork. This gives you an opportunity to improve your grade. Unexcused late work will NOT receive full credit. For you to complete all projects on time, you will need to work the entire class period. Because we are primarily working on digital design and on a computer, be sure to bring your tablet to class and home on a regular basis. Always save the files you are working on in a location you can access from different computers, such as your Drive.
2. **40% Minor assignments, Including but not limited to:**

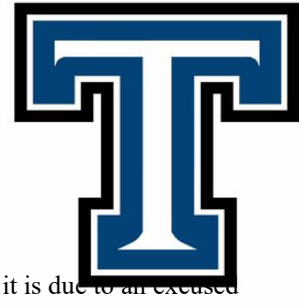
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- a. **Sketchbook:** Any late assignments will not receive full credit unless it is due to an excused absence.
 - b. **Daily Work:** Participation is expected and essential for your success in this class. Work bell to bell EVERYDAY. The participation grades include in-class assignments, artist research and art history assignments, discussions and critiques.
 - c. **Stewardship and Citizenship:** A smooth running art classroom requires each student to play their part in cleaning up after themselves and each other if necessary. I expect every student to be responsible, helpful, kind to their peers, and overall good citizens; all these things will be considered for this portion of your grade. This will be weekly and daily. You will get 5pts per day. If you're on task/participate, on time, clean, courteous and polite to your peers, teacher, adults and to the equipment you will receive full points daily.
3. **20% Final Semester Exams**
- a. **Students will take district made exams for both the midterm and final. Students must pass with a minimum 60% or higher passing score.**

Unit 1 - Fair Use & Copyright

- Usage rights (free to use, share or modify even commercially)
- Fair use websites

Unit 2 - Computer Basics

- Logging in to the computer
- Equipment care and safety
- System preferences
- organizing/naming files
- Software interface
- Using/ejecting thumb drives

Unit 3 - Elements of Design

- Line
- Shape
- Use of Form, Color, Texture, Space, & Value

Unit 4 - Principles of Design

- Use of Pattern, Contrast, Emphasis, Scale, Balance/Harmony, Rhythm/movement, & Variety

Unit 5- Color Theory

- Color wheel - Primary, secondary, tertiary
- Color scheme - monochromatic, complementary, analogous, triadic
- Tints, tones, shades
- Value & Intensity

Unit 6 - Basic Composition

- Application of the elements of the design
- Application of the Principles of Design
- Organization of space
- Focal Point / Rules of Third

Unit 7 – Typography

- Serif
- Sans Serif
- Kerning, leading, size
- Type as a visual element

Unit 8 - Applied Projects & Portfolio

- Emphasis graphic design workflow
- Application of principles and elements of design

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Grading Scale

100-90=A

89-80=B

79-70=C

69 or below=F

Bathroom policy:

Bathroom may be used only once per class time, unless you have a note in the nurse's office from a doctor. If you go irregularly, I'll call home to have a conversation with your guardians about missed class time. Try to go during your lab time. This is individual work time, so you won't be missing instructions. This is a career class, I will treat my class as if it is a place of business not a classroom.

Cell phone and Headphones policy:

Cellphones/Music may be listened to during individual time with headphones. If you use music without headphones, you will lose the privilege for one week. Repeat offenses will result in a penalty of points lost on the project you are working on, and the music creative process privilege will be taken away from you. NO SNAPCHAT or TIK TOK at any time unless it's for research as I have directed you to use it. During bell work, lectures and critique's cell phones and headphones must be off and in your backpack. Or in the charging station.

What happens if I miss class?

It is the responsibility of the students to make up any missed work due to an excused absence. THE TEACHER WILL NOT TELL YOU WHAT YOU MISSED: YOU MUST ASK FOR WORK. You have as many days to make up the work as you missed, as long as it is an excused absence. Unexcused absences do not have extra time to make up work.

What should I do with graded work?

Work to be graded is due on the day of the critique for the current unit. All completed projects should be saved to the class folder, as well as a copy on your personal OneDrive. Any printed work should remain in the classroom until the end of the semester. At times I will take your work and display it on campus and need easy access to it. We also have an annual art show in the spring, I may ask to keep work until then. Once I say you can take home a project you may, but until then please keep it in the classroom!

Teacher Contact Info: Mr. Justin Elkin , cell: **480-744-3110**, jelkin@tempeunion.org

Remind code: **thsgraph**

The teacher reserves the right to make changes to this syllabus as necessary. Although changes of this type are rare and try to be avoided if at all possible, sometimes they are required due to unforeseen circumstances (fire days, changes to school calendar, etc.). Any changes will be communicated as early as possible, and they will be communicated in writing.

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Computer Graphic Design 1 Syllabus return Sheet.

print name and Signature of student

Date

Signature of Parent

Date

After you have reviewed the preceding packet of information with your parent(s) or guardian(s), please sign this syllabus contract sheet and return it to me so that I can verify that you understand what is expected out of all students enrolled in this course.

Only return this page.