



Name of School: **Davenport High Schools**

Name of Course: **Computer Graphics and Design II (031541)**

Instructor Information

Name: Central, North, West, and Kimberly Center East

Email: name (last name + initial of first name)[@davenportschools.org](mailto:>@davenportschools.org)

School Phone: Central - 563-323-9900 ... West - 563-386-5500 ... North - 563-388-9880...

Kimberly Center East - 563-386-5840

Best Time: ½ hour before and after school

Course Description

This advanced class is a one-term course offered to anyone who has successfully completed the Computer Graphics and Design I. It will provide students with a background in digital graphics and video. A primary emphasis will be applying digital adjustments to graphic designs and videos using the Adobe Software series (Photoshop, Illustrator, Premiere, After Effects), in addition to producing individual projects, design services will be available to all departments in the schools. Production of these designs will be possible through the use of a large format printer. This application will create a real life work experience for the students as they consider career applications in computer design for the future. There is an additional fee for materials.

District Standards and Power Benchmarks

Visual Arts Standard:

Students will understand, produce and value visual art

Power Benchmark:

Students will process, analyze and respond to sensory information through the language and skills unique to the visual arts. (Artistic Perception)

Students will use media, techniques, and processes to communicate ideas, experiences, feelings, and stories. (Creative Process)

Students will understand the historical contributions and cultural dimensions of the visual arts. (History and Culture)

Students will respond to, analyze, and make judgments about works in the visual arts. (Art Criticism)

National Standards:

Understanding and applying media, techniques, and processes

Using knowledge of structures (e.g. sensory qualities, organizational principles, expressive features) and functions of art

Choosing and evaluating a range of subject matter, symbols, and ideas

Understanding the visual arts in relation to history and cultures

Reflecting upon and assessing the characteristics and merits of their work and the work of others

Making connections between visual arts and other disciplines

Course Information

Course Length: One term

Elective Course

.5 credits awarded (.25 per quarter at Kimberly Center East)

Computer Graphics I (031511) must be successfully completed before the student is allowed to take this course.

Course Outline/Calendar

List of Units:

Unit 1 - Introduction to Course

Chapter 1 Introduction to software interface and workspace

Chapter 2 Review technical terminology and basic techniques

Chapter 3 Introduce additional terminology and advanced techniques

Chapter 4 Explore avenues of possible career related fields

Unit 2 - Exploration of Materials and Techniques

Chapter 1 Incorporate higher degree of vector images

Chapter 2 Use skills tutorials to increase knowledge

Chapter 3 Build upon new knowledge while increasing independence

Unit 3 – Introduce Video and Audio Post-Production Concepts

Chapter 1 Storyboard

Chapter 2 Lighting and Camera Angles

Chapter 3 Recording Audio

Chapter 4 Editing

Unit 4 – Needs of Output

Onscreen presentations

Printing – emphasizing differences in quality and formats

Text/Other Required Materials/Resources

Adobe Photoshop

Adobe Illustrator

Adobe In-Design

Adobe Classroom in a Book

Other technical and trade manuals;

On-line web sites and tutorials;

Museums

Guest Artists

A/V Media

Posters, Videos, Art prints

Instructional Procedures & Support

- Cooperative learning, hands on lab work, and lecture.
- Note taking, compare and contrast, higher order thinking skills, and critiquing.
- Listening to directions, completing projects, classroom participation.
- Homework expectations – meet assignment deadlines.
- Make-up work - Before and after school or at home if applicable.
- All make-up work is due by Mid-term and before finals.
- Students are encouraged to ask questions during class, before and after school and peer tutoring.

Classroom Management Procedures

Students are expected to follow the policies set forth in the student handbook. Student handbooks are the only admissible hall passes. Students are expected to comply with all classroom safety procedures.

Davenport Community Schools K-12 Visual Arts Guidelines

Student Artwork shall not depict these items:

Criminal Acts

Tobacco, Liquor, and Controlled Substances

Assaults & Threats to Others

Gang Activities or Symbols/Paraphernalia

Weapons

See Davenport School Board Policy 504.01

<http://www.davenport.k12.ia.us/schoolboard/bpolicy/504.asp>

Assessment Plan

Projects are graded using the following criteria: aesthetic content, craftsmanship, effort, and following directions. Students will be encouraged to enter into the evaluation process by using rubrics and standard critique procedures using Elements and Principles of Art.

Progress reports will be distributed to communicate course standings.

A final assessment activity will be utilized to evaluate student's level of proficiency.

A presentation and critique will be required, to bring closure to the student's final assessment activity during the time allotted for course finals.

Grading System

Following the Davenport Community School District Guidelines, the grading scale is as follows:

100 - 92 % A

91 - 83% B

82 - 68% C

67 - 60% D

59 - Below I (To receive credit toward final grade for this course, work must be completed within 5 days from the end of the term. This "I" will become an "F", if work is not completed).