

Southern York County School District Instructional Plan

Name:	Dates: September
Course/Subject: Electronic Arts II	Unit Plan 1: Elements and Principles of Design
Stage 1 – Desired Results	
PA Standard(s)/Assessment Anchors Addressed: 9.1. Production, Performance, and Exhibition. A.B.C.D.E.F.H.J.K. 9.2. Historical and Cultural Contexts A.B.C.D.E.F.G. 9.3. Critical Response A.B.C.F.G. 9.4. Aesthetic Response A.B.C.D.	
Understanding(s): <i>Students will understand . . .</i> 1. The importance of the Elements and Principles of Design when creating fine art, graphic art, and photography. 2. The importance to visualize the final outcome of a design before starting his or her final creation. 3. A successful piece of artwork and design using the foundational components of art.	Essential Question(s): <ul style="list-style-type: none"> ▪ To what extent are the Elements and Principles of Design used in fine arts, graphic design, and photography? ▪ What measures did former artists and designers take to create successful artwork and designs? ▪ What makes a successful design?
Learning Objectives: <i>Students will know . . .</i> <ul style="list-style-type: none"> ▪ Incorporate and use the Elements and Principles of Design. ▪ How to plan for successful fine art, graphic designs, and photography. ▪ How to critique fine art, graphic designs, and photography. 	Students will be able to: <ul style="list-style-type: none"> ▪ Create more successful artwork using the Elements and Principles of Design. ▪ Create an artistic and professional design. ▪ Participate in artwork critiques.
Name:	Dates: September
Course/Subject: Electronic Arts II	Unit Plan 2: Logos (Coffee Illustration)
Stage 1 – Desired Results	
PA Standard(s)/Assessment Anchors Addressed: 9.1. Production, Performance, and Exhibition. A.B.C.E.F.G.H.J.K 9.2. Historical and Cultural Contexts A.C.D.E.L. 9.3. Critical Response A.B.C.D.E. 9.4. Aesthetic Response B.C.D.	

<p>Understanding(s): <i>Students will understand . . .</i></p> <ol style="list-style-type: none"> 1. The importance of the Elements and Principles of Design when creating a visually successful design in the form of a logo. 2. The importance of creating visual ideas in the form of thumbnails, so that they can visualize the final outcome. 3. A successful corporate logo. 	<p>Essential Question(s):</p> <ul style="list-style-type: none"> ▪ To what extent can designers use the Elements and Principles of Design in creating a successful logo? ▪ To what extent do designers plan before creating a final product? ▪ What makes a successful logo?
<p>Learning Objectives: <i>Students will know . . .</i></p> <ul style="list-style-type: none"> ▪ How to incorporate and use the Elements and Principles of Design. ▪ How to plan for a successful corporate logo. ▪ How to critique a corporate logo. 	<p>Students will be able to:</p> <ul style="list-style-type: none"> ▪ Create a successful corporate design in the form of a logo by using the Elements and Principles of Design. ▪ Use graphics and font to create their own designs and logos. ▪ Participate in design critiques.
<p>Name:</p>	<p>Dates: September</p>
<p>Course/Subject: Electronic Arts II</p>	<p>Unit Plan 3: Typography (Personal Logo)</p>
<p>Stage 1 – Desired Results</p>	
<p>PA Standard(s)/Assessment Anchors Addressed:</p> <p>9.1. Production, Performance, and Exhibition. A.B.C.D.E.F.H.J.K.</p> <p>9.2. Historical and Cultural Contexts A.B.C</p> <p>9.3. Critical Response A.B.C.F.G.</p> <p>9.4. Aesthetic Response A.B.C.D.</p>	
<p>Understanding(s): <i>Students will understand . . .</i></p> <ol style="list-style-type: none"> 1. The importance of the Elements and Principles of Design when creating a logo for an existing corporation. 2. How artists visualize the final outcome of a design before starting his or her final creation. 3. A successful type logo. 	<p>Essential Question(s):</p> <ul style="list-style-type: none"> ▪ To what extent can the students' designs be critiqued using the Elements and Principles of Design? ▪ What measures did former artists take to create successful designs? ▪ To what extent does knowing the Font Design Principles assist in creating a successful type design?
<p>Learning Objectives: <i>Students will know . . .</i></p> <ul style="list-style-type: none"> ▪ Incorporate and use the Elements and Principles of Design. ▪ How to plan for successful type logo. ▪ How to critique type designs. 	<p>Students will be able to:</p> <ul style="list-style-type: none"> ▪ Create more successful artwork using the Elements and Principles of Design. ▪ Create successful type logos. ▪ Participate in artwork critiques.
<p>Name:</p>	<p>Dates: September – October</p>

Course/Subject: Electronic Arts II	Unit Plan 4: Layers (Self-Portrait Photomontage)
Stage 1 – Desired Results	
<p>PA Standard(s)/Assessment Anchors Addressed: 9.1. Production, Performance, and Exhibition. A.B.C.D.E.F.G.H.J.K 9.2. Historical and Cultural Contexts A.C.D.E.I.J.L. 9.3. Critical Response A.B.C.D.E. 9.4. Aesthetic Response B.C.D.</p>	
<p>Understanding(s): <i>Students will understand . . .</i></p> <ol style="list-style-type: none"> 1. The importance of the Elements and Principles of Design when creating a visually successful photomontage. 2. The importance of creating visual ideas in the form of thumbnails, so that they can visualize the final outcome. 3. A successful self-portrait photomontage. 	<p>Essential Question(s):</p> <ul style="list-style-type: none"> ▪ To what extent can designers use the Elements and Principles of Design in combination with Photoshop tools to create a successful design? ▪ What measures will the designers take in order to be able to express their personality through their photomontage? ▪ What makes a successful photomontage?
<p>Learning Objectives: <i>Students will know . . .</i></p> <ul style="list-style-type: none"> ▪ How to incorporate and use the Elements and Principles of Design. ▪ How to plan for a successful self-portrait photomontage. ▪ How to critique a photomontage. 	<p>Students will be able to:</p> <ul style="list-style-type: none"> ▪ Create a successful photomontage by combining the Elements and Principles of Design to create unity. ▪ Use photographs, graphics and font to create their own design and image. ▪ Participate in photomontage critiques.
Name:	Dates: October
Course/Subject: Electronic Arts II	Unit Plan 5: Marzetti Package Design Contest
Stage 1 – Desired Results	
<p>PA Standard(s)/Assessment Anchors Addressed: 9.1. Production, Performance, and Exhibition. A.B.C.D.E.F.H.J.K. 9.3. Critical Response A.B.C.F.G. 9.4. Aesthetic Response A.B.C.D.</p>	
Understanding(s):	Essential Question(s):

<p>Students will understand . . .</p> <ol style="list-style-type: none"> 1. The importance of the Elements and Principles of Design when creating a logo for an existing corporation. 2. How artists visualize the final outcome of a design before starting his or her final creation. 3. A successful package design for a professional corporation. 	<ul style="list-style-type: none"> ▪ To what extent can the students' designs be critiqued using the Elements and Principles of Design? ▪ To what extent do current designers use the Elements and Principles of Design to create successful commercial design? ▪ What makes a successful commercial design?
<p>Learning Objectives: Students will know . . .</p> <ul style="list-style-type: none"> ▪ Incorporate and use the Elements and Principles of Design. ▪ How to plan for successful logo. ▪ How to critique the composition and color in commercial designs. 	<p>Students will be able to:</p> <ul style="list-style-type: none"> ▪ Create more successful artwork using the Elements and Principles of Design. ▪ Create successful package designs. ▪ Participate in artwork critiques.
<p>Name:</p>	<p>Dates: October/November</p>
<p>Course/Subject: Electronic Arts II</p>	<p>Unit Plan 6: Informative Illustration</p>
<p>Stage 1 – Desired Results</p>	
<p>PA Standard(s)/Assessment Anchors Addressed: 9.1. Production, Performance, and Exhibition. A.B.C.D.E.F.H.J.K. 9.3. Critical Response A.B.C.F.G. 9.4. Aesthetic Response A.B.C.D.</p>	
<p>Understanding(s): Students will understand . . .</p> <ol style="list-style-type: none"> 1. The importance of the Elements and Principles of Design when creating a logo for an existing corporation. 2. How artists visualize the final outcome of a design before starting his or her final creation. 3. An informative design for any business or informative application. 	<p>Essential Question(s):</p> <ul style="list-style-type: none"> ▪ To what extent can the students' designs be critiqued using the Elements and Principles of Design? ▪ To what extent do current designers use the Elements and Principles of Design to create successful commercial design? ▪ What makes a successful informative design?
<p>Learning Objectives: Students will know . . .</p> <ul style="list-style-type: none"> ▪ Incorporate and use the Elements and Principles of Design. ▪ How to plan for successful logo. ▪ How to critique the composition and color in informative designs. 	<p>Students will be able to:</p> <ul style="list-style-type: none"> ▪ Create more successful artwork using the Elements and Principles of Design. ▪ Create successful informative designs. ▪ Participate in artwork critiques.
<p>Name:</p>	<p>Dates: November/December</p>
<p>Course/Subject: Electronic Arts II</p>	<p>Unit Plan 7: Vector Self-Portrait</p>

Stage 1 – Desired Results

PA Standard(s)/Assessment Anchors Addressed:

9.1. Production, Performance, and Exhibition.

A.B.C.D.E.F.G.H.J.K

9.2. Historical and Cultural Context

A.C.D.E.I.J.L.

9.3. Critical Response

A.B.C.D.E.

9.4. Aesthetic Response

B.C.D.

Understanding(s):

Students will understand . . .

1. The importance of the Elements and Principles of Design when creating a visually successful vector drawing.
2. The importance of creating visual ideas in the form of thumbnails, so that they can visualize the final outcome.
3. A successful vector self-portrait.

Essential Question(s):

- To what extent can designers use the Elements and Principles of Design such as shapes, space, and value in their work?
- What measures will the designers take in order to be able to express their personality through their self-portrait?
- What makes a successful vector portrait?

Learning Objectives:

Students will know . . .

- How to incorporate and use the Elements and Principles of Design.
- How to plan for a successful vector self-portrait.
- How to critique a vector drawing.

Students will be able to:

- Create a successful vector portrait by using the Elements and Principles of Design such as shapes, space and value.
- Use photographs and graphics to create their own design and image.
- Participate in vector self-portrait critiques.

Name:

Dates: December/January

Course/Subject: Electronic Arts II

Unit Plan 8: PA Computer Fair- Graphic Design

Stage 1 – Desired Results

PA Standard(s)/Assessment Anchors Addressed:

9.1. Production, Performance, and Exhibition.

A.B.C.D.E.F.H.J.K.

9.2. Historical and Cultural Context

A.B.C

9.3. Critical Response

A.B.C.F.G.

9.4. Aesthetic Response

A.B.C.D.

Understanding(s):

Essential Question(s):

<p>Students will understand . . .</p> <ol style="list-style-type: none"> 1. The importance of the Elements and Principles of Design when creating a design for competition. 2. How artists visualize the final outcome of a design before starting his or her final creation. 3. A successful design for a professional corporation. 	<ul style="list-style-type: none"> ▪ To what extent can the students' designs be critiqued using the Elements and Principles of Design? ▪ What measures did former artists take to create successful designs? ▪ What makes a successful corporate identity design?
<p>Learning Objectives: Students will know . . .</p> <ul style="list-style-type: none"> ▪ Incorporate and use the Elements and Principles of Design. ▪ How to plan for successful design. ▪ How to critique the composition and color in commercial designs. 	<p>Students will be able to:</p> <ul style="list-style-type: none"> ▪ Create more successful artwork using the Elements and Principles of Design. ▪ Create successful graphic designs. ▪ Participate in artwork critiques.