Southern York County School District Instructional Plan

Name:	Dates: September or February (6 days)
Course/Subject: Electronic Arts III	Unit Plan 1: Desktop Design

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

9.3. Critical Response

A.B.C.D.E.

9.4. Aesthetic Response

B.C.D.

Understanding(s): *Students will understand . . .*	Essential Question(s):
1. The importance of the Elements and Principles of Design when creating a visually successful design in the form of a desktop design. 2. The importance of creating visual ideas in the form of thumbnails, so that they can visualize the final outcome. 3. A successful computer desktop design. 4. Components that make up a professional desktop design for a public organization.	▪ To what extent can designers use the Elements and Principles of Design in their work? ▪ To what extent does creating thumbnails assist in creating a successful desktop design? ▪ How does knowing Photoshop tools such as the brush tool, assist in creating an aesthetically pleasing and professional design?
Learning Objectives: *Students will know . . .*	*Students will be able to:*
▪ How to incorporate and use the Elements and Principles of Design. ▪ How to plan for a successful desktop design. ▪ How to critique a professional desktop background.	▪ Create a successful background design by using the Elements and Principles of Design. ▪ Use graphics and font to create their own designs and images. ▪ Participate in design critiques.

Name:	Dates: September or February
Course/Subject: Electronic Arts III	Unit Plan 2: PA Computer Fair- Desktop Publishing

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):

Students will understand . . .

5. The importance of the Elements and Principles of Design when creating a design for competition.
6. How artists visualize the final outcome of a design before starting his or her final creation.
7. A successful design for a professional text-based: flier; menu; article; etc.

- 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 professional design based on text?

Learning Objectives:
Students will know . . .

- 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.

Students will be able to:

- Create more successful artwork using the Elements and Principles of Design.
- Create successful graphic designs.
- Participate in artwork critiques.

Name:	Dates: September-October <u>or</u> February-March (15 days)
Course/Subject: Electronic Arts III	**Unit Plan 3: Type Portrait**

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 . . .

8. The importance of the Elements and Principles of Design when creating a visually successful type drawing.
9. The importance of creating visual ideas in the form of thumbnails, so that they can visualize the final outcome.
10. The different styles and meaning of font.
11. A successful type 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 a particular style through their type portrait?
- What makes a successful type portrait?

Learning Objectives:
Students will know . . .

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

Students will be able to:

- Create a successful type 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 type portrait critiques.

Name:	Dates: October **or** March
Course/Subject: Electronic Arts III	**Unit Plan 4: Marzetti Package Design Contest**

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.
9.3. Critical Response
A.B.C.F.G.
9.4. Aesthetic Response
A.B.C.D.

Understanding(s): *Students will understand . . .*	Essential Question(s):
12. The importance of the Elements and Principles of Design when creating a Photoshop drawing.	▪ To what extent can the students' designs be critiqued using the Elements and Principles of Design?
13. How artists visualize the final outcome of a design before starting his or her final creation.	▪ To what extent do current designers use the Elements and Principles of Design to create successful Photoshop drawings?
14. How to create a realistic drawing using Photoshop tools.	▪ What makes a successful Photoshop drawing?

Learning Objectives: *Students will know . . .*	*Students will be able to:*
▪ Incorporate and use the Elements and Principles of Design.	▪ Create more successful artwork using the Elements and Principles of Design.
▪ How to plan for a successful PS drawing.	▪ Create successful PS drawing.
▪ How to critique the composition and color in commercial designs.	▪ Participate in artwork critiques.

Name:	Dates: October-November **or** March-April (15 days)
Course/Subject: Electronic Arts III	**Unit Plan 5: Calendar Design**

Stage 1 – Desired Results

PA Standard(s)/Assessment Anchors Addressed:
9.1. Production, Performance, and Exhibition.
A.B.C.D.E.F.G.H.I.J.K.
9.3. Critical Response
A.B.C.D.F.G.
9.4. Aesthetic Response
A.B.C.D.

Understanding(s):	Essential Question(s):

Students will understand . . . 15. The importance of the Elements and Principles of Design when creating a school district calendar. 16. How artists visualize the final outcome of a design before starting his or her final creation. 17. A calendar design for a school district that will be viewed by the public.	▪ 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 a school district calendar? ▪ What makes a successful school district calendar?
Learning Objectives: *Students will know . . .* ▪ Incorporate and use the Elements and Principles of Design. ▪ How to plan for successful school district calendar. ▪ How to critique the composition, layout and color in a school district calendar.	*Students will be able to:* ▪ Create more successful artwork using the Elements and Principles of Design. ▪ Create a successful school district calendar ▪ Participate in artwork critiques.

Name:	**Dates: November-December or April-May** **(25 Days)**
Course/Subject: Electronic Arts III	**Unit Plan 6:** Website

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.B.C.E.F.G.J.K.I

9.3. Critical Response

A.B.C.D.E.

9.4. Aesthetic Response

B.C.D.

Understanding(s): *Students will understand . . .* 18. The importance of the Elements and Principles of Design when creating a visually successful and functioning design in the form of a web site. 19. The importance of creating visual ideas in the form of thumbnails, so that they can visualize the final outcome. 20. A successful website design. 21. Components that make up a professional webpage including design and coding.	**Essential Question(s):** ▪ To what extent can designers use the Elements and Principles of Design in their work? ▪ To what extent does creating thumbnails and planning assist in creating a successful website idea? ▪ What does a successful website look like? ▪ What does a website consist of?
Learning Objectives:	

Students will know . . .	Students will be able to:
▪ How to incorporate and use the Elements and Principles of Design. ▪ How to plan for a successful and functioning website. ▪ How to critique a website design.	▪ Create a successful website for a y using the Elements and Principles of Design. ▪ Use graphics and font to create their own designs and images. ▪ Create moving parts and links throughout the website. ▪ Participate in design critiques.

Name:	Dates: December <u>or</u> May
Course/Subject: Electronic Arts III	Unit Plan 7: Graduation Commencement

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

9.3. Critical Response

A.B.C.D.E.

9.4. Aesthetic Response

B.C.D.

Understanding(s): *Students will understand . . .*	Essential Question(s):
22. The importance of the Elements and Principles of Design when creating a visually successful design for the graduation commencement. 23. The importance of creating visual ideas in the form of thumbnails, so that they can visualize the final outcome. 24. A successful commencement design.	▪ To what extent can designers use the Elements and Principles of Design in their work? ▪ What is the importance of brainstorming and problem solving prior to a project? ▪ To what extent can designers create a visual expression for the graduation commencement brochure?

Learning Objectives: *Students will know . . .*	*Students will be able to:*
▪ How to incorporate and use the Elements and Principles of Design. ▪ How to plan for a successful graduation commencement design. ▪ How to critique a graduation commencement design.	▪ Create a successful graduation commencement design by using the Elements and Principles of Design. ▪ Use graphics, fonts and their own photographs to create a professional design spread. ▪ Participate in design critiques.

Name:	Dates: December-January <u>or</u> May-June (25 days)
Course/Subject: Electronic Arts III	Unit Plan 8: Flash Animation

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.B.C
9.3. Critical Response
A.B.C.D.E.
9.4. Aesthetic Response
B.C.D.

Understanding(s): *Students will understand . . .*	Essential Question(s):
25. The importance of the Elements and Principles of Design when creating a visually successful animation. 26. The importance of creating visual ideas in the form of thumbnails, so that they can visualize the final outcome. 27. How to use various methods and tools for creating animation.	▪ To what extent can designers use the Elements and Principles of Design in their work? ▪ What measures will the designers take in order to be able to create a successful Flash Animation? How might they plan out their ideas? ▪ To what extent does understanding the various methods and tools of Flash assist a designer to create a successful and unique animation?
Learning Objectives: *Students will know . . .*	*Students will be able to:*
▪ How to incorporate and use the Elements and Principles of Design. ▪ How to plan for a successful Flash Animation. ▪ How to critique an animation.	▪ Create a successful animation from scratch. ▪ Use graphics and font to create their own designs and animations. ▪ Participate in animation critiques.

Name:	Dates: December-January **or** May-June **(20 days)**
Course/Subject: Electronic Arts III	**Unit Plan 9: Vector Drawing**

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):	Essential Question(s):

Students will understand . . . 28. The importance of the Elements and Principles of Design when creating a visually successful vector drawing. 29. The importance of creating visual ideas in the form of thumbnails, so that they can visualize the final outcome. 30. A successful vector drawing.	▪ 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 drawing? ▪ What makes a successful vector drawing?
Learning Objectives: ***Students will know . . .*** ▪ How to incorporate and use the Elements and Principles of Design. ▪ How to plan for a successful vector drawing. ▪ How to critique a vector drawing.	***Students will be able to:*** ▪ Create a successful vector drawing 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 drawing critiques.