

<b>Week</b>	<b>MP1</b>
<b>1</b>	<b>What is Art?/ What are Aesthetic Experiences/ What is Graphic Design? Inventions Necessary for the Creation of Art/Career Opportunities</b>
<b>2</b>	<b>Photoshop Review: Tools/Vocabulary</b>
<b>3</b>	<b>Elements &amp; Principles of Art/ Analysis vs Critique</b>
<b>4</b>	<b>Advanced Color Theory</b>
<b>5</b>	<b>Marketing/Coordinated Multi Print Material Design/Typography Review</b>
<b>Week</b>	<b>MP2</b>
<b>6</b>	<b>Packaging Design</b>
<b>7</b>	<b>Patterns/Optical Illusions/Mandelas</b>
<b>8</b>	<b>Illustration/Drawing</b>
<b>9</b>	<b>Personal Expression/Self Portraiture</b>
<b>10</b>	<b>Multi-Media Collage - Portraiture</b>
<b>Week</b>	<b>MP3</b>
<b>11</b>	<b>Multi-Media Collage – Socio-Political Expression</b>
<b>12</b>	<b>Adobe Illustrator - Intro</b>
<b>13</b>	<b>Adobe Illustrator – Drawing/Paths</b>
<b>14</b>	<b>Adobe Illustrator - Typeface</b>
<b>15</b>	<b>T-Shirt Design and Production</b>
<b>Week</b>	<b>MP4</b>
<b>16</b>	<b>Adobe InDesign - Intro</b>
<b>17</b>	<b>Adobe InDesign – Drawing/Paths/Typeface</b>
<b>18</b>	<b>Adobe InDesign – Multi-Page Brochure</b>
<b>19</b>	<b>Inter-Program Creating/Processing</b>
<b>20</b>	<b>Independent Study</b>

**DEPARTMENT : ART    COURSE: COMPUTER ART 3 (Semester Course)**

**Time Frame**    **UNIT 1: 4-5 Days**

**Topic**

**How do Art, Graphic Design and Aesthetic Experiences Relate and Combine to Create Computer Art in the 21st Century.**

**Essential Questions**

- What is Fine Art? What are Aesthetic Experiences? What is Graphic Design? How Are They Related? What Makes Them Different?
- What Inventions Were Necessary Throughout History for the Creation of Art in the 21st Century?
- What Career Opportunities Are Available for Computer Artists in the 21st Century?

**Enduring Understandings**

- Fine Art and Graphic Design are linked yet different.
- Aesthetic experiences exist all around us and can be used as a springboard for fine art and graphic design exploration.
- Various inventions throughout the course of history have been essential in order for the artist to use the computer to create art and graphic design in the 21st. Century.
- There are a myriad of career opportunities today that an artist and graphic designer can be employed, in order to support oneself in the graphic design field.
- Begin to explore and understand what Fine Art, Graphic Design and Aesthetic Experiences influence and inspire one's self as an artist.

**Alignment to NJCCCS**

**VPA.1.2.12** - Role, Development and Influence of Art History and Cultures.

**VPA.1.3.12** - Synthesize skills, media, methods and techniques.

**VPA. 1.4.12.A** - Aesthetic Responses -Demonstrate and apply arts philosophies.

**TECH.8.2.12.B.4** - Investigate a technology used in a given period of history and indentify impact.

**Key Concepts and Skill**

- Identify and discern the similarities and differences between Fine Art, Graphic Design and Aesthetic Experiences.
- Identify and articulate the key inventions created/discovered throughout history in order to for art and graphic design to be created on the computer in the 21st. Century.
- Explore and identify a range of career opportunities available for possible opportunities to enter into a field study.

**Learning Activities**

- Research and define what Fine Art, Graphic Design and Aesthetic Experiences are.
- Visually represent/illustrate using various computer applications and orally present what Fine Art, Graphic Design and Aesthetic Experiences.
- Research and identify the key inventions created/discovered throughout history in order for art and graphic design to be created on the computer in the 21st. Century.
- Visually represent/illustrate using various computer applications and orally present the key inventions created/discovered throughout history in order for art and graphic design to be created on the computer in the 21st. Century.
- Research, identify, and present a range of career opportunities available for exploration and/or possible opportunity to enter into a field study.

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- Visually represent/illustrate using various computer applications and orally present a range of career opportunities available for exploration and/or possible opportunity to enter into a field study.

**Assessments**

- PowerPoint and/or Google Slide Presentations.
- Written Expression of Research Discoveries.
- Oral Presentations.
- Time-Line Creations

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication	Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy	

**Interdisciplinary Connections**

- ELA- Verbal and Written Expression
- World History - Innovation, Technology

**Technology Integration**

- Individual Student Computer Workstations.
- Individual Wacom Tablets and stylus
- Teacher Driven Computer Workstation.
- Digital Projector
- LanSchool Application
- Adobe Photoshop Application
- Google Drive/Docs/Classroom
- PowerPoint Application
- Word Application
- Internet Access
- Shared Graphics “Y” Drive
- LaserJet B&W & Color Printer

**DEPARTMENT : ART COURSE: COMPUTER ART 3 (Semester Course)**

<b>Time Frame</b>	<b>UNIT 2: 2-3 Days</b>					
<b>Topic</b>						
<b>Photoshop Review: Essential Tools and Vocabulary</b>						
<b>Essential Questions</b>						
<ul style="list-style-type: none"> <li>• What Photoshop Tools Are Most Appropriate for A Given Problem?</li> <li>• What tool is best suited for a desired effect/result when multiple options are available in using Photoshop?</li> <li>• What Photoshop Shortcuts Assist in Streamlining Work Flow?</li> <li>• How Does Using Proper Art and Photoshop Vocabulary Aid in the Creation of Art?</li> </ul>						
<b>Enduring Understandings</b>						
<ul style="list-style-type: none"> <li>• There Is Usually More Than One Way to Complete Any Given Task.in Photoshop.</li> <li>• Various Photoshop tools can offer different solutions to Graphic Design problems.</li> <li>• Various Photoshop Shortcuts Can Assist in Speeding-Up Workflow.</li> <li>• Photoshop Specific Vocabulary is Essential for Understanding, Communicating and Creating Computer Art.</li> </ul>						
<b>Alignment to NJCCCS</b>						
<p><b>VPA.1.1.12</b> - Demonstrate Elements and Principles of Art  <b>VPA.1.4.12B</b> - Critique Methodologies - Demonstrate and and apply arts philosophies.  <b>TECH.8.1.12.B.2</b> - Apply existing knowledge to generate new ideas,/products/processes.</p>						
<b>Key Concepts and Skill</b>						
<ul style="list-style-type: none"> <li>• Recognize and classify the Elements and Principles of Art in various works of art and graphic design projects</li> <li>• Develop and articulate essential vocabulary necessary to critique artwork and graphic design..</li> </ul>						
<b>Learning Activities</b>						
<ul style="list-style-type: none"> <li>• PowerPoint/Google Slide - Review, Creation and Presentations.</li> <li>• Toolbar Identification/Worksheets.</li> <li>• Peer Tutorials of Favorite Photoshop Tools.</li> <li>• Revision of Previous Photoshop Projects.</li> </ul>						
<b>Assessments</b>						
<ul style="list-style-type: none"> <li>• Vocabulary Test</li> <li>• Toolbar Test</li> <li>• Shortcut Quiz</li> <li>• Student Preference Survey</li> </ul>						
<b>21<sup>st</sup> Century Skills</b>						
	Creativity	X	Critical Thinking	X	Communication	Collaboration
X	Skills	X	Information Literacy	X	Media Literacy	
<b>Interdisciplinary Connections</b>						
<ul style="list-style-type: none"> <li>• ELA Verbal and Written Expression</li> </ul>						

**Technology Integration**

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**DEPARTMENT : ART COURSE: COMPUTER ART 3 (Semester Course)**

<b>Time Frame</b>	<b>UNIT 3: 5-7 Days</b>						
<b>Topic</b>							
<b>Elements and Principles of Art/ Analysis and Critique</b>							
<b>Essential Questions</b>							
<ul style="list-style-type: none"> <li>• How do we interpret and understand Graphic Design?</li> <li>• How do the underlying building blocks of art effect the creation of Graphic Design?</li> <li>• What is the difference between analysis and critique?</li> <li>• How can personal opinion be expressed in valid critique?</li> </ul>							
<b>Enduring Understandings</b>							
<ul style="list-style-type: none"> <li>• All art has specific underlying characteristics which can be used as tools that will help to construct, compare and analyze individual pieces of Graphic Design.</li> <li>• The Elements and Principles of Art are guidelines in the creation of artist’s/student’s work.</li> <li>• The use of proper terminology and vocabulary while communicating and expressing personal opinion is germane to effective analysis and critique of Graphic Design.</li> </ul>							
<b>Alignment to NJCCCS</b>							
<p><b>VPA.1.1.12</b> - Demonstrate Elements and Principles of Art  <b>VPA.1.3.12</b> - Synthesize skills, media, methods and techniques.  <b>VPA. 1.4.12.A</b> - Aesthetic Responses -Demonstrate and apply arts philosophies.  <b>VPA.1.4.12B</b> - Critique Methodologies - Demonstrate and and apply arts philosophies.  <b>TECH.8.1.12.A.1</b> - Create a personal digital portfolio.  <b>TECH.8.1.12.B.2</b> - Apply existing knowledge to generate new ideas/products/processes.</p>							
<b>Key Concepts and Skill</b>							
<ul style="list-style-type: none"> <li>• Utilize the Elements and Principles of Art vocabulary to effectively analyze and critique various exemplars of Fine Art and Graphic Design.</li> <li>• Synthesize the Elements and Principles of Art successfully by visually combining and representing them using Photoshop Tools.</li> </ul>							
<b>Learning Activities</b>							
<ul style="list-style-type: none"> <li>• Review of Elements and Principles of Art.</li> <li>• Verbal/Written Analysis and Critique of various Graphic Design representations.</li> <li>• Visually represent the Elements of Principles of Art using Photoshop.</li> </ul>							
<b>Assessments</b>							
<ul style="list-style-type: none"> <li>• Elements and Principles of Art Test</li> <li>• Kahoot Quiz.</li> <li>• Writing/Critique Analysis.</li> <li>• Project Evaluations.</li> </ul>							
<b>21<sup>st</sup> Century Skills</b>							
<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication		Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA - Verbal and Written Expression

**Technology Integration**

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<b>Time Frame</b>	<b>Unit 4: 4-5 Days</b>
<b>Topic</b>	
<b>Advanced Color Theory</b>	
<b>Essential Questions</b>	
<ul style="list-style-type: none"><li>● How has Color Theory Evolved through the Course of History?</li><li>● What Major Discoveries Were Instrumental in the Development of Color Theory?</li><li>● How Can Color Influence the Viewer?</li><li>● Depending On What Medium the Viewer Will Be Receiving My Message, How Will it Affect My Color Choices?</li><li>● What Does Color Reveal About Me?</li><li>● How Can Color Communicate and Reinforce My Personal Message?</li></ul>	
<b>Enduring Understanding</b>	
<ul style="list-style-type: none"><li>● Color is a critical tool in visual communication.</li><li>● Advanced color theory is important to the production of all art and graphic design projects.</li><li>● Color advantages/limitations will depend upon various medium outputs.</li><li>● Color exploration through trial and error is an important tool for learning and subsequent successful art reproduction.</li></ul>	
<b>Alignment to NJCCCS</b>	
<p><b>VPA.1.1.12</b> - Demonstrate Elements and Principles of Art <b>VPA.1.2.12</b> - Role, Development and Influence of Art History and Cultures. <b>VPA.1.3.12</b> - Synthesize skills, media, methods and techniques. <b>TECH.8.1.12.A.1</b> - Create a personal digital portfolio. <b>TECH.8.1.12.A.2</b> - Produce and edit a digital document and present to peers. <b>TECH.8.2.12.B.4</b> - Investigate a technology used in a given period of history/ identify impact.</p>	
<b>Key Concepts and Skills</b>	
<ul style="list-style-type: none"><li>● Comprehend color theory history and implications for 21<sup>st</sup> Century computer art generation.</li><li>● Applying color theory to black and white compositions will dramatically affect message and meaning to a composition.</li><li>● Formalizing final color output requires significant trial and error for maximum effect.</li></ul>	
<b>Learning Activities</b>	
<ul style="list-style-type: none"><li>● Teacher/student lead review of advanced color theory and history.</li><li>● Students will explore color theory through trial and error for optimal effect and results.</li><li>● Students will revise a previous Black and White Composition with color to further enhance or alter its message using Photoshop.</li><li>● Color wheel creations using Photoshop.</li><li>● Color palette creations using Photoshop.</li></ul>	



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**Assessments**

- Project Evaluations.
- Color Theory Quiz
- Kahoot Color Theory Quiz

**21<sup>st</sup> Century Skill**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication		Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA - Verbal and Written Expression
- World History - Innovation, Technology, Perspective

**Technology Integration**

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**Time Frame** | **Unit 5: 4-5 Days**

**Topic**

**Coordinated Marketing: Multi-Print Material Design and Typography**

**Essential Questions**

- What around us is created to get us to buy things?
- What makes us want to buy one product versus another?
- What role does the designer have in shaping what the consumer sees?
- What and how can the designer manipulate what he/she wants the consumer to buy?
- How can the Elements and Principles of Art be applied to help the designer express a unified vision across multi-print advertising vehicles?
- What Typography choices are important in enhancing and communicating the designer's message?

**Enduring Understandings**

- Marketing and Advertising are important tools in consumer spending.
- Designers play a key role in deciding what the consumer sees and ultimately buys.
- The Elements and Principles of Art are essential in shaping what the designer wants the consumer to see.
- Unity across multi-print vehicles is essential in communicating a cohesive marketing strategy.
- Cutting through the “clutter” is essential in today's world – How can “Less is More” be applied?
- Specific Typefaces are important in communicating the designer's vision and creating clarity and emphasis to the consumer.
- “A picture can be worth a thousand words” but can also lead to a thousand misinterpretations.

**Alignment to NJCCCS**

**VPA.1.1.12** - Demonstrate Elements and Principles of Art  
**VPA.1.2.12** - Role, Development and Influence of Art History and Cultures.  
**VPA.1.3.12** - Synthesize skills, media, methods and techniques.  
**VPA. 1.4.12.A** - Aesthetic Responses -Demonstrate and apply arts philosophies.  
**VPA.1.4.12B** - Critique Methodologies - Demonstrate and apply arts philosophies  
**TECH.8.1.12.A.1** - Create a personal digital portfolio.  
**TECH.8.1.12.A.2** - Produce and edit a digital document and present to peers.  
**TECH.8.2.12.B.1** - Research and analyze the impact of the design constraints (specifications and limits) for a product or technology.  
**TECH.8.2.12.C.6** - Research an existing product, reverse engineer and redesign it to improve form and function.

**Key Concepts and Skills**

- Clearly identify and define the differences between Media Channels and Target Markets.

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- Which Elements and Principles of Art are more important than others in creating clear, impactful and unified marketing materials?
- Analyze, differentiate and select specific Typefaces essential in designing impactful marketing materials.
- Advertising and marketing materials have evolved over the course of history as inventions and technology have evolved.

**Learning Activities**

- Research and explain what major inventions have
- Research and reporting of various marketing campaigns.

**Assessments**

- Sketch book review.
- Peer critique and analysis.
- Self critique.
- Analysis and Report.
- Prototype construction.
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication	<b>X</b>	Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA Verbal and Written Expression
- Mathematical Practices
- World History - Innovation, Technology

**Technology Integration**

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- Oversize Color Printer

<b>Time Frame</b>	<b>Unit 6: 6-8 Days</b>
<b>Topic</b>	
<b>Packaging Design</b>	
<b>Essential Questions</b>	
<ul style="list-style-type: none"><li>● What Elements and Principles Art Are Essential in Attracting a Consumer to a Specific Product Package.</li><li>● How is 3-D Product Packaged?</li><li>● What are the Main Types of Packaging?</li><li>● What Makes a Packaging Inexpensive/Expensive to Produce?</li><li>● How Can a Flat Piece of Artwork be Manipulated to Enclose a 3-D Object.</li></ul>	
<b>Enduring Understandings</b>	
<ul style="list-style-type: none"><li>● Packaging Design is an important tool in marketing and advertising and consumer spending.</li><li>● Designers play a key role in deciding what the consumer sees and ultimately buys.</li><li>● The Elements and Principles of Art are essential in shaping what the designer wants the consumer to see and buy.</li><li>● Unity is essential in communicating a cohesive packaging and marketing strategy.</li><li>● Cutting through the “clutter” is essential in today’s world – How can “Less is More” be applied to Packaging Design?</li><li>● Specific Typefaces are important in communicating the designer’s vision and creating clarity for emphasis to the consumer.</li><li>● When is using a picture advantageous? When does a picture limit the designer’s vision and consumers’ interest?</li><li>● Being able to visualize 3-dimensionally is an essential skill to transform a 2-dimensional piece of art into a 3-dimensional package.</li></ul>	
<b>Alignment to NJCCCS</b>	
<p><b>VPA.1.1.12</b> - Demonstrate Elements and Principles of Art <b>VPA.1.2.12</b> - Role, Development and Influence of Art History and Cultures. <b>VPA.1.3.12</b> - Synthesize skills, media, methods and techniques. <b>VPA. 1.4.12.A</b> - Aesthetic Responses -Demonstrate and apply arts philosophies. <b>VPA.1.4.12B</b> - Critique Methodologies - Demonstrate and and apply arts philosophies. <b>TECH.8.1.12.A.1</b> - Create a personal digital portfolio. <b>TECH.8.1.12.A.2</b> - Produce and edit a digital document and present to peers. <b>TECH.8.2.12.B.1</b> - Research and analyze the impact of the design constraints (specifications and limits) for a product or technology. <b>TECH.8.1.12.C.1</b> - Develop an innovative solution to a real world problem. <b>TECH.8.2.12.C.6</b> - Research an existing product, reverse engineer and redesign it to improve form and function.</p>	
<b>Key Concepts and Skills</b>	
<ul style="list-style-type: none"><li>● Research, analyze and categorize the main vehicles of packaging design.</li><li>● Identify and differentiate the key Elements and Principles of Art that are essential in</li></ul>	

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packaging design.

- Examine and assess what types of typography are important and more functional in good packaging design.
- Design and construct a prototype for real-life consumer package.
- Examine, identify, evaluate and resolve the issues involved in designing a 2-dimensional box layout/plan which can be successfully manipulated into a 3-dimensional box construction.

**Learning Activities**

- Research, analyze and deconstruct various packaging constructions.
- Conceptualize and sketch multiple ideas for a consumer packaging concept.
- Peer review and critique of multiple packaging concept options.
- Formulate and design a packaging concept for a real life consumer product.
- Execute and construct a mock-up for the consumer product.
- Reflect, analyze and critique completed packaging design and make suggestions for future revisions.

**Assessments**

- Sketch book review.
- Peer critique and analysis.
- Self critique.
- Analysis and Report.
- Prototype construction.
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication		Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA - Verbal and Written Expression
- Mathematical Practices

**Technology Integration**

- Individual Student Computer Workstations.
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- Oversize Color Printer

<b>Time Frame</b>	<b>Unit 7: 4-5 Days</b>
<b>Topic</b>	
<b>Patterns/ Optical Illusions/ Mandelas</b>	
<b>Essential Questions</b>	
<ul style="list-style-type: none"> <li>● How do patterns reflect and/or identify various cultural backgrounds?</li> <li>● How are patterns and themes reflective and expressive of one’s personal cultural background?</li> <li>● What Constitutes a Pattern? An Optical Illusion? Mandela? What are the Similarities and Differences between them?</li> <li>● Why Is Precision and Accuracy Important in Creating a Pattern?</li> <li>● What Photoshop Tools Effectively Facilitate the Creation of Patterns?</li> </ul>	
<b>Enduring Understandings</b>	
<ul style="list-style-type: none"> <li>● Patterns have been a part of society for centuries and are reflections of various cultural and social expression.</li> <li>● What cultural and social influences today impact one’s perceptions and belief systems?</li> <li>● How can personal artistic expression reflect or reject current societal positions.</li> <li>● How can personal cultural background be expressed yet be inclusive in a diverse population.</li> <li>● Specific Elements and Principles of Art are more conducive in creating successful patterns, optical illusions and mandelas.</li> <li>● Precision and accuracy are important in creating successful patterns, optical illusions and mandelas.</li> </ul>	
<b>Alignment to NJCCCS</b>	
<p><b>VPA.1.1.12</b> - Demonstrate Elements and Principles of Art.  <b>VPA.1.3.12</b> - Synthesize skills, media, methods and techniques.  <b>VPA. 1.4.12.A</b> - Aesthetic Responses -Demonstrate and apply arts philosophies.  <b>VPA.1.4.12B</b> - Critique Methodologies - Demonstrate and and apply arts philosophies.  <b>TECH.8.1.12.A.1</b> - Create a personal digital portfolio.  <b>TECH.8.1.12.A.2</b> - Produce and edit a digital document and present to peers.  <b>TECH.8.1.12.B.2</b> - Apply existing knowledge to generate new ideas/ products/ processes.  <b>TECH.8.2.12.B.4</b> - Investigate a technology used in a given period of history and identify their impact.</p>	
<b>Key Concepts and Skills</b>	
<ul style="list-style-type: none"> <li>● Pattern has been a means of representing various cultural and of societal expression throughout history,</li> <li>● Various and diverse cultural backgrounds influence artistic expression in the 21st Century</li> <li>● Identify which specific Elements and Principles of Art are key components of patterns.</li> <li>● Specific Photoshop tools facilitate the ease and creation of patterns, optical effects and mandelas over hand drawing.</li> </ul>	

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**Learning Activities**

- Research, analyze and identify various pattern representations of societies throughout history.
- Examine what personal cultural backgrounds influence my artistic expression today.
- Research, analyze and categorize the key components of patterns.
- Identify and apply the Photoshop tools necessary to facilitate and execute the creation of patterns, optical effects and mandelas.

**Assessments**

- Sketch book review.
- Peer critique and analysis.
- Self critique.
- Analysis and Report.
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication	<b>X</b>	Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA - Verbal and Written Expression
- Mathematical Practices
- World History - Innovation, Culture, Perspective

**Technology Integration**

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**DEPARTMENT : ART COURSE: COMPUTER ART 3 (Semester Course)**

<b>Time Frame</b>	<b>Unit 8: 4-5 Days</b>
<b>Topic</b>	
<b>Illustration and Drawing</b>	
<b>Essential Questions</b>	
<ul style="list-style-type: none"><li>● What are the Similarities/Differences between Illustration and Drawing?</li><li>● What Photoshop Tools Best Facilitate the Creation of an Illustration? Drawing?</li><li>● What is an “Artist’s Hand? What Photoshop Tools can Facilitate the Artist’s “Personal Hand”?</li></ul>	
<b>Enduring Understanding</b>	
<ul style="list-style-type: none"><li>● There are similarities and differences between drawing and illustration and the study of various artists facilitates in the formulation of one’s personal expression.</li><li>● Continuous practice and sketching is essential in formulating one’s “personal artistic hand”.</li><li>● Identification and mastery of specific Photoshop Tools facilitates in the creation of one’s personal digital drawings and illustrations.</li></ul>	
<b>Alignment to NJCCCS</b>	
VPA.1.1.12 - Demonstrate Elements and Principles of Art. VPA.1.3.12 - Synthesize skills, media, methods and techniques. VPA. 1.4.12.A - Aesthetic Responses -Demonstrate and apply arts philosophies. VPA.1.4.12B - Critique Methodologies - Demonstrate and and apply arts philosophies. TECH.8.1.12.A.1 - Create a personal digital portfolio. TECH.8.1.12.B.2 - Apply existing knowledge to generate new ideas/ products/processes.	
<b>Key Concepts and Skills</b>	
<ul style="list-style-type: none"><li>● Study of various artists facilitates the identification, similarities and differences between drawing and illustration and the in the formulation of one’s personal expression.</li><li>● Continuous practice and sketching is essential in formulating one’s “personal artistic hand”.</li><li>● The formulation and creation of one’s personal digital drawings and illustrations si facilitated through the identification and mastery of specific Photoshop Tools.</li></ul>	
<b>Learning Activities</b>	
<ul style="list-style-type: none"><li>● Research, analyze and identify various drawing and illustration techniques throughout history.</li><li>● Examine what personal cultural backgrounds influence my artistic expression today.</li><li>● Identify the similarities and differences between drawing and illustration.</li><li>● Identify and apply the necessary Photoshop tools to facilitate and execute various drawing and illustration techniques to further explore and express one’s personal “artistic hand”.</li></ul>	
<b>Assessments</b>	
<ul style="list-style-type: none"><li>● Research review and presentations.</li><li>● Sketch book review.</li><li>● Peer critique and analysis.</li><li>● Self critique.</li><li>● Major project evaluation.</li></ul>	



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<b>21<sup>st</sup> Century Skills</b>						
<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication	Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy		Media Literacy	
<b>Interdisciplinary Connections</b>						
<ul style="list-style-type: none"> <li>● ELA - Verbal and Written Expression</li> <li>● World History - Innovation, Culture, Perspective</li> </ul>						
<b>Technology Integration</b>						
<ul style="list-style-type: none"> <li>● Individual Student Computer Workstations.</li> <li>● Individual Wacom Tablets and stylus</li> <li>● Teacher Driven Computer Workstation.</li> <li>● Digital Projector</li> <li>● LanSchool Application</li> <li>● Adobe Photoshop Application</li> <li>● Google Drive/Docs/Classroom</li> <li>● PowerPoint Application</li> <li>● Word Application</li> <li>● Internet Access</li> <li>● Shared Graphics “Y” Drive</li> <li>● LaserJet B&amp;W &amp; Color Printer</li> </ul>						

<b>Time Frame</b>	<b>Unit 9: 4-5 Days</b>
<b>Topic</b>	
<b>Personal Expression/Self Portraiture</b>	
<b>Essential Questions</b>	
<ul style="list-style-type: none"><li>● Who am I? What do I want to express as an artist?</li><li>● How do artist express themselves in art?</li><li>● How do artist express themselves using a computer?</li><li>● What are the advantages/disadvantages of using a computer to express yourself as an artist?</li><li>● What/ how can I as an artist comment on/about society?</li><li>● What Elements and Principles of Art do I want to use to enhance my personal expression/statements about myself and society?</li><li>● How can the use of a digital camera be an extension of my personal expression?</li></ul>	
<b>Enduring Understandings</b>	
<ul style="list-style-type: none"><li>● Artists express themselves in many ways with computers as 21<sup>st</sup> Century technology expands.</li><li>● No matter what medium (traditional or computer generated) the Elements and Principles of Art are universal and help shape what the artist wants to convey, and what the viewer sees.</li><li>● The computer is one tool to maximize the capacity how artists can express themselves.</li><li>● Artists influence each other directly and indirectly, impacting one's own self-expression.</li></ul>	
<b>Alignment to NJCCCS</b>	
<p><b>VPA.1.1.12</b> - Demonstrate Elements and Principles of Art. <b>VPA.1.2.12</b> - Role, Development and Influence of Art History and Cultures. <b>VPA.1.3.12</b> - Synthesize skills, media, methods and techniques. <b>VPA. 1.4.12.A</b> - Aesthetic Responses -Demonstrate and apply arts philosophies. <b>VPA.1.4.12B</b> - Critique Methodologies - Demonstrate and and apply arts philosophies. <b>TECH.8.1.12.A.1</b> - Create a personal digital portfolio. <b>TECH.8.1.12.B.2</b> - Apply existing knowledge to generate new ideas/ products/ Processes. <b>TECH.8.2.12.B.4</b> - Investigate a technology used in a given period of history identify their impact.</p>	
<b>Key Concepts and Skills</b>	
<ul style="list-style-type: none"><li>● Exploration of other artists' work is essential in order for one to create your own personal vision and voice.</li><li>● Utilization of critique helps formulate an artist's personal viewpoint and subsequent expression.</li><li>● Portraiture is one venue in which artists can express themselves.</li><li>● Using the computer to manipulate/enhance digital pictures of oneself is an important tool to assist in the artist's statement and vision.</li></ul>	
<b>Learning Activities</b>	
<ul style="list-style-type: none"><li>● Students will research and investigate various artists' self-expressions.</li></ul>	

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- Students will research, reflect and critique various artists' self-portraits.
- Students will compare and contrast various artists' statements and begin to formulate artist statements for themselves.
- Student will utilize various computer tools to create blended images.
- Students will utilize a digital camera to explore self-portraiture.
- Students will utilize all tools available to them to create digital self-portraits.

**Assessments**

- Sketch book review.
- Peer and critique and analysis.
- Artist statement creation and evaluation.
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication		Collaboration
<b>X</b>	Skills		Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA - Verbal and Written Expression
- World History - Innovation, Culture, Perspective

**Technology Integration**

- Individual Student Computer Workstations.
- Individual Wacom Tablets and stylus
- Teacher Driven Computer Workstation.
- Digital Projector
- LanSchool Application
- Adobe Photoshop Application
- Google Drive/Docs/Classroom
- PowerPoint Application
- Word Application
- Internet Access
- Shared Graphics "Y" Drive
- LaserJet B&W & Color Printer
- Oversize Color Printer

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<b>Time Frame</b>	<b>Unit 10: 8-10 Days</b>
<b>Topic</b>	
<b>Multi-Media Collage</b>	
<b>Essential Questions</b>	
<ul style="list-style-type: none"><li>● What is Collage? What is Multi-Media Collage? What are the Similarities/Differences?</li><li>● How has Multi-Media Collage Evolved Over the Course of Art History?</li><li>● How Has Collage been a Means of Socio-Political and Personal Artistic Expression?</li><li>● How Can Digital Art and Traditional Art Processes be Combined to Create More Effective Visual Art?</li><li>● How Can Multi-Media Collage Further Enhance One’s Artistic Expression?</li></ul>	
<b>Enduring Understandings</b>	
<ul style="list-style-type: none"><li>● Collage and Multi-Media Collage have evolved over the 20<sup>th</sup> and 21<sup>st</sup> Centuries to aid and enhance an artist’s socio-political and personal expression.</li><li>● Digital art and traditional art processes can be combined to create effective visual art and personal expression.</li><li>● Various artistic effects can be accomplished through digital art and/or traditional art processes. Some effects can be accomplished by both; other effects can only be accomplished through one-or-the-other process.</li><li>● Experimentation and even failure are important learning milestones in the artistic process for successful personal artistic expression.</li></ul>	
<b>Alignment to NJCCCS</b>	
<p><b>VPA.1.1.12</b> - Demonstrate Elements and Principles of Art. <b>VPA.1.2.12</b> - Role, Development and Influence of Art History and Cultures. <b>VPA.1.3.12</b> - Synthesize skills, media, methods and techniques. <b>VPA. 1.4.12.A</b> - Aesthetic Responses -Demonstrate and apply arts philosophies. <b>VPA.1.4.12B</b> - Critique Methodologies - Demonstrate and and apply arts philosophies. <b>TECH.8.1.12.A.1</b> - Create a personal digital portfolio. <b>TECH.8.1.12.B.2</b> - Apply existing knowledge to generate new ideas/ products/ processes. <b>TECH.8.2.12.B.4</b> - Investigate a technology used in a given period of history identify their impact.</p>	
<b>Key Concepts and Skills</b>	
<ul style="list-style-type: none"><li>● Identification and explanation of how collage and multi-media collage have evolved over the 20<sup>th</sup> and 21<sup>st</sup> centuries art important to aid and enhance one’s artist’s socio-political and personal expression.</li><li>● Digital art and traditional art processes be combined to create effective visual art.</li><li>● Multi-media collage can further enhance one’s artistic expression.</li><li>● Identification, selection and application of both digital and traditional art process can further enhance one’s artistic expression.</li><li>● Experimentation and continuous trial and error are important learning tools in the formulation of one’s artistic personal expression.</li></ul>	
<b>Learning Activities</b>	
<ul style="list-style-type: none"><li>● Students will research and investigate various artists’ multi-media collages.</li></ul>	

**DEPARTMENT : ART COURSE: COMPUTER ART 3 (Semester Course)**

- Students will research, reflect and critique various artists’ multi-media collages.
- Students will evaluate and select most appropriate Elements and Principles of Art to create effective multi-media collages.
- Student will utilize various computer tools to create blended images and combine with traditional arts media to create multi-media collages.
- Students can utilize a digital camera to explore multi-media collages.
- Students will utilize all Photoshop tools available to them to create digital multi-media collages.

**Assessments**

- Sketch book review.
- Peer critique and analysis.
- Self critique.
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking		Communication		Collaboration
<b>X</b>	Skills		Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA - Verbal and Written Expression
- World History - Innovation, Technology, Culture, Perspective

**Technology Integration**

- Individual Student Computer Workstations.
- Individual Wacom Tablets and stylus
- Teacher Driven Computer Workstation.
- Digital Projector
- LanSchool Application
- Adobe Photoshop Application
- Google Drive/Docs/Classroom
- PowerPoint Application
- Word Application
- Internet Access
- Shared Graphics “Y” Drive
- LaserJet B&W & Color Printer
- Oversize Color Printer

<b>Time Frame</b>	<b>UNIT 11: 4-5 Days</b>
<b>Topic</b>	
<b>ADOBE ILLUSTRATOR - INTRO</b>	
<b>Essential Questions</b>	
<ul style="list-style-type: none"><li>● What Are The Key Differences Between Adobe Photoshop and Adobe Illustrator?</li><li>● What Is the Difference Between Vector Based Art and Digital Based Art?</li><li>● What Are the Pros and Cons to Vector Based Art vs. Digital Based Art?</li><li>● What Graphic Design Projects Require Vector Based Output Vs. Digital Based Art?</li><li>● What Tools Are Similar/Different in Illustrator vs. Photoshop?</li></ul>	
<b>Enduring Understandings</b>	
<ul style="list-style-type: none"><li>● There are key differences between Adobe Photoshop and Adobe Illustrator and it is imperative to identify if a design project needs to be created in vector based art or digital based art.</li><li>● There are pros and cons to vector based art vs. digital based art and it's important to decide if Adobe Illustrator or Adobe Photoshop is best to create the original artwork.</li><li>● Different graphic design projects require vector based output vs digital based art and selecting the correct program is important.</li><li>● Adobe Illustrator and. Photoshop contain similar yet different functioning tools and it's important to master both systems in order to achieve functioning output digital files.</li></ul>	
<b>Alignment to NJCCCS</b>	
<p><b>VPA.1.3.12</b> - Synthesize skills, media, methods and techniques. <b>TECH.8.1.12.A.1</b> - Create a personal digital portfolio. <b>TECH.8.1.12.B.2</b> - Apply existing knowledge to generate new ideas/ products/ Processes</p>	
<b>Key Concepts and Skills</b>	
<ul style="list-style-type: none"><li>● Examine and identify if a design project needs to be created in vector based art or digital based art and then select if Adobe Illustrator or Adobe Photoshop should be used.</li><li>● There are key differences between Adobe Photoshop and Adobe Illustrator and it is imperative to identify if there are pros and cons to vector based art vs. digital based art and it's important to decide if Adobe Illustrator or Adobe Photoshop is best to create the original artwork.</li><li>● Different graphic design projects require vector based output vs digital based art and selecting the correct program is important.</li><li>● Adobe Illustrator and. Photoshop contain similar yet different functioning tools and it's important to master both systems in order to achieve functioning output digital files.</li></ul>	
<b>Learning Activities</b>	
<ul style="list-style-type: none"><li>● Students will research, analyze and differentiate the difference between Vector based</li></ul>	

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graphics vs. digital based graphics.

- Students will explore Adobe Illustrator and compare/contrast Illustrator Tools vs. Photoshop Tools.
- Students will identify what type of design projects require vector based output vs digital based art and selecting the correct program.
- Students will differentiate Adobe Illustrator and, Photoshop tools master Illustrator tools in order to achieve functioning output digital files.

**Assessments**

- Analysis and Report.
- Collaborative Review and Critique
- Illustrator Toolbar Identification/Quiz
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking		Communication	<b>X</b>	Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA - Verbal and Written Expression

**Technology Integration**

- Individual Student Computer Workstations.
- Individual Wacom Tablets and stylus
- Teacher Driven Computer Workstation.
- Digital Projector
- LanSchool Application
- Adobe Photoshop and Illustrator Applications
- Google Drive/Docs/Classroom
- PowerPoint Application
- Word Application
- Internet Access
- Shared Graphics “Y” Drive
- LaserJet B&W & Color Printer
- Oversize Color Printer

**Time Frame** | **UNIT 12: 4-5 Days**

**Topic**

**ADOBE ILLUSTRATOR - DRAWING/PATHS**

**Essential Questions**

- What Are the Pros and Cons to Vector Based Art vs. Digital Based Art?
- What Graphic Design Projects Require Vector Based Output Vs. Digital Based Art?
- How Do the Functionality of the Drawing and Paths Tool Differ from Illustrator vs. Photoshop?
- How Do the Illustrator Drawing and Paths Tools Affect the Execution of the Elements and Principles of Art?

**Enduring Understandings**

- There are key differences between Adobe Photoshop and Adobe Illustrator and it is imperative to identify if a design project needs to be created in vector based art or digital based art.
- There are pros and cons to vector based art vs. digital based art and it's important to decide if Adobe Illustrator or Adobe Photoshop is best to create the original artwork.
- Different graphic design projects require vector based output vs digital based art and selecting the correct program is important.
- Adobe Illustrator and. Photoshop contain similar yet different functioning tools and it's important to master both systems in order to achieve functioning output digital files.
- The Illustrator drawing and paths tools function differently than the Photoshop tools and will affect the execution of the Elements and Principles of Art.

**Alignment to NJCCCS**

**VPA.1.1.12** - Demonstrate Elements and Principles of Art.

**VPA.1.3.12** - Synthesize skills, media, methods and techniques.

**TECH.8.1.12.A.1** - Create a personal digital portfolio.

**TECH.8.1.12.B.2** - Apply existing knowledge to generate new ideas/ products/  
Processes

**Key Concepts and Skills**

- Examine and identify if a design project needs to be created in vector based art or digital based art and then select if Adobe Illustrator or Adobe Photoshop should be used.
- Different graphic design projects require vector based output vs digital based art and selecting the correct program is important.
- Adobe Illustrator and. Photoshop contain similar yet different functioning drawing and paths tools and it's important to master both systems in order to achieve functioning output digital files.
- The mastery of the Illustrator drawing and paths tools will affect the execution of the Elements and Principles of Art.



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**Learning Activities**

- Students will research, analyze and differentiate the difference between Illustrator vs. Photoshop Drawing and Path Tools.
- Students will conceptualize and create simple designs using the Illustrator Drawing and Paths Tools.
- Students will effectively visually demonstrate the Elements and Principles of Art utilizing the Illustrator Drawing and Path Tools.

**Assessments**

- Analysis and Report.
- Collaborative Review and Critique
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication		Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy		Media Literacy		

**Interdisciplinary Connections**

- ELA - Verbal and Written Expression

**Technology Integration**

- Individual Student Computer Workstations.
- Individual Wacom Tablets and stylus
- Teacher Driven Computer Workstation.
- Digital Projector
- LanSchool Application
- Adobe Photoshop and Illustrator Applications.
- Google Drive/Docs/Classroom
- PowerPoint Application
- Word Application
- Internet Access
- Shared Graphics “Y” Drive
- LaserJet B&W & Color Printer
- Oversize Color Printer

**Time Frame**    **UNIT 13: 4-5 Days**

**Topic**

**ADOBE ILLUSTRATOR - TYPEFACE**

**Essential Questions**

- What Are the Pros and Cons to Vector Based Art vs. Digital Based Art?
- What Graphic Design Projects Require Vector Based Output Vs. Digital Based Art?
- How Does the Functionality of the Text Tool Differ from Illustrator vs. Photoshop?
- How Do the Illustrator Text Tool Affect the Execution of the Elements and Principles of Art?

**Enduring Understandings**

- There are key differences between Adobe Photoshop and Adobe Illustrator and it is imperative to identify if a design project needs to be created in vector based art or digital based art.
- There are pros and cons to vector based art vs. digital based art and it's important to decide if Adobe Illustrator or Adobe Photoshop is best to create the original artwork.
- Different graphic design projects require vector based output vs digital based art and selecting the correct program is important.
- Adobe Illustrator and. Photoshop contain similar yet different functioning Text tools and it's important to master both systems in order to achieve functioning output digital files.
- The Illustrator Text tool functions differently than the Photoshop tool and will affect the execution of the Elements and Principles of Art.

**Alignment to NJCCCS**

**VPA.1.1.12** - Demonstrate Elements and Principles of Art.

**VPA.1.3.12** - Synthesize skills, media, methods and techniques.

**TECH.8.1.12.A.1** - Create a personal digital portfolio.

**TECH.8.1.12.B.2** - Apply existing knowledge to generate new ideas/ products/  
Processes

**Key Concepts and Skills**

- Examine and identify if a design project needs to be created in vector based art or digital based art and then select if Adobe Illustrator or Adobe Photoshop should be used.
- Different graphic design projects require vector based output vs.digital based art and selecting the correct program is important.
- Adobe Illustrator and. Photoshop contain similar yet different functioning drawing and paths tools and it's important to master both systems in order to achieve functioning output digital files.
- The mastery of the Illustrator Text tool will affect the execution of the Elements and Principles of Art.

**Learning Activities**

- Students will research, analyze and differentiate between Illustrator vs. Photoshop

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TextTools.

- Students will conceptualize and create simple designs using the Illustrator Text Tool.
- Students will effectively visually demonstrate the Elements and Principles of Art utilizing the Illustrator Text Tools.

**Assessments**

- Analysis and Report.
- Collaborative Review and Critique
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication		Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy		Media Literacy		

**Interdisciplinary Connections**

- ELA Verbal and Written Expression

**Technology Integration**

- Individual Student Computer Workstations.
- Individual Wacom Tablets and stylus
- Teacher Driven Computer Workstation.
- Digital Projector
- LanSchool Application
- Adobe Photoshop and Illustrator Application
- Google Drive/Docs/Classroom
- PowerPoint Application
- Word Application
- Internet Access
- Shared Graphics “Y” Drive
- LaserJet B&W & Color Printer
- Oversize Color Printer

<b>Time Frame</b>	<b>UNIT 14 - 4-5 Days</b>
<b>Topic</b>	
<b>T-SHIRT DESIGN and PRODUCTION</b>	
<b>Essential Questions</b>	
<ul style="list-style-type: none"><li>● What has been the Evolution of T-Shirt Design?</li><li>● How Does T-Shirt Design Reflect Society’s Political, Social and Personal Expression?</li><li>● What Parts of the Technical Manufacturing Process Restrict and/or Limit the Design Parameters of T-Shirt Design.</li><li>● What are the Key Differences Between Silk-Screen Production and Digital Photographic Reproduction?</li><li>● What Elements and Principles of Art are most effective in T-Shirt Design?</li><li>● What Photoshop Tools Most Effectively Execute T-Shirt Design and Reproduction?</li><li>● What Electronic Data Files Are Essential in the Transmission of Digital Art for T-Shirt Production in the 21st. Century?</li></ul>	
<b>Enduring Understandings</b>	
<ul style="list-style-type: none"><li>● T-Shirt design has evolved over time and has been an intricate part of socio-political and personal expression.</li><li>● T-Shirt production utilizes specific manufacturing processes which affect costs and have a direct correlation to design parameters.</li><li>● Specific Elements and Principles of Art will affect strong T-Shirt graphic design.</li><li>● Mastery of specific Photoshop tools is essential in T-Shirt Reproduction.</li><li>● Mastery of saving and successfully transmitting various digital files is essential in communication in the 21st. Century.</li></ul>	
<b>Alignment to NJCCCS</b>	
<p><b>VPA.1.1.12</b> - Demonstrate Elements and Principles of Art. <b>VPA.1.2.12</b> - Role, Development and Influence of Art History and Cultures. <b>VPA.1.3.12</b> - Synthesize skills, media, methods and techniques <b>VPA. 1.4.12.A</b> - Aesthetic Responses -Demonstrate and apply arts philosophies. <b>TECH.8.1.12.A.2</b> - Produce/edit a multi-page digital document for a commercial or professional audience <b>TECH.8.1.12.B.2</b> - Apply existing knowledge to generate new ideas/ products/ Processes. <b>TECH.8.1.12.C.1</b> - Develop an innovative solution to a real-world problem/present ideas for feedback through social media or in an online community.</p>	
<b>Key Concepts and Skills</b>	
<ul style="list-style-type: none"><li>● Understand how the evolution of T-Shirt design has had an integral part of socio-political and personal expression.</li><li>● Distinguish key manufacturing processes necessary for T-Shirt production and reverse engineer a T-Shirt design compatible with specific costing parameters.</li><li>● Identify which Elements and Principles of Art will have the most effect for a strong T-Shirt graphic design.</li><li>● Successfully select the most appropriate Photoshop Tools to effectively execute a T-Shirt Design for Reproduction?</li><li>● Mastery of differentiating, selecting, saving and successfully transmitting various digital</li></ul>	

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files is essential in communication in the 21st. Century.

**Learning Activities**

- Research, analyze and report how the evolution of T-Shirt design has had an integral part of socio-political and personal expression.
- Research, investigate and formulate the key manufacturing processes necessary for T-Shirt production.
- Identify and apply Specific Elements and Principles of Art which will effectively create strong T-Shirt graphic designs,
- Identify and apply the necessary Photoshop tools to facilitate and execute a successful T-Shirt Design.
- Successfully transmit an electronic design file suitable for T-Shirt reproduction.

**Assessments**

- Sketch book review.
- Peer and self-critique and analysis.
- Monitoring of appropriate and clear electronic communication with outside vendors.
- Feedback from online community.
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication	<b>X</b>	Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA Verbal and Written Expression
- Mathematical Practices

**Technology Integration**

- Individual Student Computer Workstations.
- Individual Wacom Tablets and stylus
- Teacher Driven Computer Workstation.
- Digital Projector
- LanSchool Application
- Adobe Photoshop Application
- Google Drive/Docs/Classroom
- PowerPoint Application
- Word Application
- Internet Access
- Shared Graphics “Y” Drive
- LaserJet B&W & Color Printer
- Oversize Color Printer

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<b>Time Frame</b>	<b>UNIT 15: 4-5 Days</b>
<b>Topic</b>	
<b>ADOBE InDESIGN - INTRO</b>	
<b>Essential Questions</b>	
<ul style="list-style-type: none"><li>● What Are The Key Differences Between Adobe Photoshop, Adobe Illustrator and InDesign?</li><li>● What Tools Are Similar/Different in InDesign vs. Illustrator vs. Photoshop?</li></ul>	
<b>Enduring Understandings</b>	
<ul style="list-style-type: none"><li>● There are key differences between Adobe Photoshop, Adobe Illustrator and InDesign and it is imperative to identify in which program a design project should be designed.</li><li>● Different graphic design projects require different digital output and selecting the correct program is important.</li><li>● Adobe InDesign, Illustrator and, Photoshop contain similar yet different functioning tools and it's important to master all three systems in order to achieve functioning output digital files.</li></ul>	
<b>Alignment to NJCCCS</b>	
<p><b>VPA.1.3.12</b> - Synthesize skills, media, methods and techniques. <b>TECH.8.1.12.A.1</b> - Create a personal digital portfolio. <b>TECH.8.1.12.B.2</b> - Apply existing knowledge to generate new ideas/ products/ Processes.</p>	
<b>Key Concepts and Skills</b>	
<ul style="list-style-type: none"><li>● Examine and identify a specific graphic design project's design parameters and then select if InDesign, Adobe Illustrator or Adobe Photoshop should be used.</li><li>● There are key program functionality differences between Adobe InDesign, Photoshop and Illustrator and it is imperative to which program to create the original artwork.</li><li>● Different graphic design projects require vector based output vs digital based art and selecting the correct program is important.</li><li>● Adobe InDesign, Illustrator and. Photoshop contain similar yet different functioning tools and it's important to master all systems in order to achieve effective functioning output digital files.</li></ul>	
<b>Learning Activities</b>	
<ul style="list-style-type: none"><li>● Students will research, analyze and differentiate the difference between Vector based graphics vs. digital based graphics.</li><li>● Students will exploring Adobe InDesign, Illustrator and compare/contrast InDesign, Illustrator Tools vs. Photoshop Tools.</li><li>● Students will identify what type of design projects require vector based output vs digital based art and selecting the correct program for creating original art.</li><li>● Students will differentiate InDesign, Adobe Illustrator and, Photoshop tools master InDesign tools in order to achieve functioning output digital files.</li></ul>	

**DEPARTMENT : ART COURSE: COMPUTER ART 3 (Semester Course)**

**Assessments**

- Analysis and Report.
- Collaborative Review and Critique
- InDesign Toolbar Identification/Quiz
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking		Communication	<b>X</b>	Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA - Verbal and Written Expression

**Technology Integration**

- Individual Student Computer Workstations.
- Individual Wacom Tablets and stylus
- Teacher Driven Computer Workstation.
- Digital Projector
- LanSchool Application
- Adobe InDesign, Photoshop and Illustrator Applications.
- Google Drive/Docs/Classroom
- PowerPoint Application
- Word Application
- Internet Access
- Shared Graphics “Y” Drive
- LaserJet B&W & Color Printer
- Oversize Color Printer

<b>Time Frame</b>	<b>UNIT 12: 4-5 Days</b>
<b>Topic</b>	
<b>ADOBE InDESIGN - DRAWING/PATHS/TYPEFACE</b>	
<b>Essential Questions</b>	
<ul style="list-style-type: none"><li>● How Do the Functionalities of the Drawing, Paths and Typeface Tools Differ from InDesign, Illustrator and. Photoshop?</li><li>● How Do the InDesign, Illustrator and Photoshop Drawing, Paths and Typeface Tools Affect the Execution of the Elements and Principles of Art?</li></ul>	
<b>Enduring Understandings</b>	
<ul style="list-style-type: none"><li>● There are key differences between Adobe InDesign, Photoshop and Illustrator and it is imperative to identify if a design project needs to be created in vector based art or digital based art.</li><li>● There are pros and cons to vector based art vs. digital based art and it's important to decide if Adobe InDesign, Illustrator or Photoshop is best to create the original artwork.</li><li>● Different graphic design projects require vector based output vs digital based art and selecting the correct program is important.</li><li>● Adobe InDesign, Illustrator and Photoshop contain similar yet different functioning tools and it's important to master all systems in order to achieve functioning output digital files.</li><li>● The InDesign drawing, paths and typeface tools function differently than the Illustrator and Photoshop tools and will affect the execution of the Elements and Principles of Art.</li></ul>	
<b>Alignment to NJCCCS</b>	
<p><b>VPA.1.1.12</b> - Demonstrate Elements and Principles of Art. <b>VPA.1.3.12</b> - Synthesize skills, media, methods and techniques. <b>TECH.8.1.12.A.1</b> - Create a personal digital portfolio. <b>TECH.8.1.12.B.2</b> - Apply existing knowledge to generate new ideas/ products/ Processes</p>	
<b>Key Concepts and Skills</b>	
<ul style="list-style-type: none"><li>● Examine and identify if a design project needs to be created in vector based art or digital based art and then select if Adobe InDesign, Illustrator or Photoshop should be used.</li><li>● Different graphic design projects require vector based output vs digital based art and selecting the correct program is important.</li><li>● Adobe InDesign, Illustrator and. Photoshop contain similar yet different functioning drawing, paths and Typeface tools and it's important to master both systems in order to achieve functioning output digital files.</li><li>● The mastery of the InDesign, Illustrator drawing, paths and typeface tools will affect the execution of the Elements and Principles of Art.</li></ul>	
<b>Learning Activities</b>	
<ul style="list-style-type: none"><li>● Students will research, analyze and differentiate the difference between InDesign,</li></ul>	



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Illustrator vs. Photoshop Drawing and Path Tools.

- Students will conceptualize and create simple graphic layout designs using the InDesign, Drawing, Path and Typeface Tools.
- Students will effectively visually demonstrate the Elements and Principles of Art utilizing the InDesign, Drawing, Path and Typeface Tools.

**Assessments**

- Analysis and Report.
- Collaborative Review and Critique
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication		Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy		Media Literacy		

**Interdisciplinary Connections**

- ELA - Verbal and Written Expression

**Technology Integration**

- Individual Student Computer Workstations.
- Individual Wacom Tablets and stylus
- Teacher Driven Computer Workstation.
- Digital Projector
- LanSchool Application
- Adobe InDesign, Photoshop and Illustrator Applications.
- Google Drive/Docs/Classroom
- PowerPoint Application
- Word Application
- Internet Access
- Shared Graphics “Y” Drive
- LaserJet B&W & Color Printer
- Oversize Color Printer

**Time Frame**    **UNIT 16 - 4-5 Days**

**Topic**

**InDESIGN MULTI-PAGE BROCHURE**

**Essential Questions**

- What has been the Evolution the Printing Process and How has it Affected Graphic Design?
- What are the Key Differences Between Single Color, Multi-Color, CMYK and Digital Photographic Printing Reproduction?
- What Functions of the Technical Printing Process Restrict and/or Limit the Design Parameters of Multi-Page Document?
- What Elements and Principles of Art are Most Effective in Multi-Page Document Creation?
- How Does a Flat Piece of Artwork Have to be Manipulated to Create a Multi-Page Document?.
- What InDesign Tools Most Effectively Execute a Multi-Page Document?
- What Electronic Data Files Are Essential in the Transmission of Digital Art for a Multi-Page Document in the 21st. Century?

**Enduring Understandings**

- The printing process has evolved over time and has been an integral part in the design or printed materials.
- Printing production utilizes specific manufacturing processes which affect costs and have a direct correlation to design parameters.
- Being able to visualize 3-dimensionally is an essential skill to transform a 2-dimensional piece of art into a multi-page document.
- Specific Elements and Principles of Art will affect strong multi-page graphic design.
- Mastery of specific InDesign tools are essential in multi-page reproduction.
- Mastery of selecting, saving and successfully transmitting various digital files is essential in communication for various printing processes in the 21st. Century.

**Alignment to NJCCCS**

**VPA.1.1.12** - Demonstrate Elements and Principles of Art.

**VPA.1.2.12** - Role, Development and Influence of Art History and Cultures.

**VPA.1.3.12** - Synthesize skills, media, methods and techniques

**VPA. 1.4.12.A** - Aesthetic Responses -Demonstrate and apply arts philosophies.

**TECH.8.1.12.A.2** - Produce/edit a multi-page digital document for a commercial or professional audience

**TECH.8.1.12.B.2** - Apply existing knowledge to generate new ideas/ products/ Processes.

**TECH.8.1.12.C.1** - Develop an innovative solution to a real world problem/present ideas for feedback through social media or in an online community.

**Key Concepts and Skills**

- Understand how the evolution of the printing process has had an intricate part graphic

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design and visual communication.

- Distinguish key manufacturing processes necessary for printing production and reverse engineer a multi-page document compatible with specific costing parameters.
- Identify which Elements and Principles of Art will have the most effect for a strong multi-page graphic design.
- Design and construct a prototype for real-life printing of a multi-page document.
- Examine, identify, evaluate and resolve the issues involved in designing a 2-dimensional multi-page layout which can be successfully printed multi-page document.
- Successfully select the most appropriate InDesign Tools to effectively execute a multi-page document for printing reproduction?
- Mastery of differentiating, selecting, saving and successfully transmitting various digital files is essential in communicating for printing in the 21st. Century.

**Learning Activities**

- Research, analyze and report how the evolution of the printing process has had an intricate part of written and visual communication .
- Research, investigate and formulate the key printing manufacturing technology processes necessary for multi-page printing .
- Identify and apply Specific Elements and Principles of Art which will effectively create strong multi-page graphic designs,
- Identify and apply the necessary InDesign tools to facilitate and execute a successful printed multi-page document.
- Successfully transmit an electronic design file suitable for multi-page document printing.
- Research, analyze and deconstruct various multi-page documents.
- Conceptualize and sketch multiple ideas for a multi-page document..
- Peer review and critique of multi-page document concept options.
- Formulate and design a multi-page document for a real life design problem.
- Execute and construct a mock-up for a multi-page document..
- Reflect, analyze and critique completed printed multi-page document and make suggestions for future revisions.

**Assessments**

- Sketch book review.
- Peer and self critique and analysis.
- Mock-up creation.
- Monitoring of appropriate and clear electronic communication with outside vendors.
- Feedback from an online community.
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication		Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA Verbal and Written Expression
- Mathematical Practices

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- World History - Innovation, Technology, Culture,

**Technology Integration**

- Individual Student Computer Workstations.
- Individual Wacom Tablets and stylus
- Teacher Driven Computer Workstation.
- Digital Projector
- LanSchool Application
- Adobe Photoshop Application
- Google Drive/Docs/Classroom
- PowerPoint Application
- Word Application
- Internet Access
- Shared Graphics “Y” Drive
- LaserJet B&W & Color Printer
- Oversize Color Printer

**Time Frame**    **UNIT 16 - 4-5 Days**

**Topic**

**ADOBE INTER-PROGRAM CREATING AND PROCESSING**

**Essential Questions**

- How Do the InDesign, Illustrator and Photoshop Programs Differ and Interface in Order to Successfully Create and Reproduce a Graphic Design?
- In What Adobe Program Should an Electronic File Be Created to Successfully Reproduce a Graphic Design?
- What Functions of the Technical Printing Process Restrict and/or Limit the Design Parameters of Graphic Design and in which Adobe Program Should be Used to Create those Electronic Files?
- How Should Electronic Files be Shared Between Adobe InDesign, Illustrator and Photoshop Programs In Order to Successfully Transmit Digital Art for a Reproduction of a Graphic Design in the 21st. Century?

**Enduring Understandings**

- The Adobe InDesign, Illustrator and Photoshop Programs differ and understanding the interfaces between them is essential in order to successfully create and reproduce various graphic designs.
- Selecting the the most effective Adobe Program to create an electronic file is important to successfully reproduce various graphic designs?
- The technical functions of the printing process restrict and/or limit the design parameters of graphic design and identifying which Adobe program should be used to create those electronic files is essential.
- Clear understanding of how electronic files are shared between Adobe InDesign, Illustrator and Photoshop Programs is essential in successfully transmitting digital art for a reproduction of graphic designs in the 21st. Century?

**Alignment to NJCCCS**

- VPA.1.1.12** - Demonstrate Elements and Principles of Art.  
**VPA.1.2.12** - Role, Development and Influence of Art History and Cultures.  
**VPA.1.3.12** - Synthesize skills, media, methods and techniques  
**VPA. 1.4.12.A** - Aesthetic Responses -Demonstrate and apply arts philosophies.  
**TECH.8.1.12.A.2** - Produce/edit a multi-page digital document for a commercial or professional audience  
**TECH.8.1.12.B.2** - Apply existing knowledge to generate new ideas/ products/  
Processes.  
**TECH.8.1.12.C.1** - Develop an innovative solution to a real-world problem/present ideas for feedback through social media or in an online community.

**Key Concepts and Skills**

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- Distinguish key manufacturing processes necessary for printing production and reverse engineer graphic compatible with specific costing parameters.
- Identify which Elements and Principles of Art will have the most effect for a strong graphic design.
- Design and construct a prototype for real-life printing of a graphic design.
- Successfully select the most appropriate Adobe Program to create various electronic documents and share them between the InDesign, Illustrator and Photoshop Programs to successfully execute and print the final graphic design.
- Mastery of differentiating, selecting, saving and successfully transmitting various digital files is essential in communicating for printing in the 21st. Century.

**Learning Activities**

- Identify and apply specific Elements and Principles of Art which will effectively create strong graphic design.
- Conceptualize and sketch multiple ideas for various graphic designs.
- Peer review and critique of graphic design concept options.
- Identify, select and create in each of the appropriate Adobe Programs to facilitate and execute a successful graphic design.
- Successfully share between InDesign, Illustrator and Photoshop multiple digital files, to successfully print and reproduce a graphic design.. .
- Execute and construct a mock-up for various graphic design concepts.
- Reflect, analyze and critique completed printed multi-page document and make suggestions for future revisions.

**Assessments**

- Sketch book review.
- Peer and self critique and analysis.
- Mock-up creation.
- Monitoring of appropriate and clear electronic communication with outside vendors.
- Feedback from an online community.
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication		Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA Verbal and Written Expression
- Mathematical Practices

**Technology Integration**

- Individual Student Computer Workstations.
- Individual Wacom Tablets and stylus
- Teacher Driven Computer Workstation.

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- Digital Projector
- LanSchool Application
- Adobe Photoshop Application
- Google Drive/Docs/Classroom
- PowerPoint Application
- Word Application
- Internet Access
- Shared Graphics “Y” Drive
- LaserJet B&W & Color Printer
- Oversize Color Printer

**Time Frame**    **UNIT 17- 4-5 Days**

**Topic**

**INDEPENDENT STUDY**

**Essential Questions**

- Who am I? What do I want to express as an artist/graphic designer?
- What Elements and Principles of Art do I want to use to enhance my personal expression/statements about myself and society?
- Depending On What Medium the Viewer Will Be Receiving My Message, How Will it Affect My Color Choices? How Can Color Communicate and Reinforce My Personal Message?
- Depending on the Specific Art Project Should Vector Based Output or Digital Art be created?
- Should Multi-Media or Pure Digital Art Enhance My Artistic Expression?
- In What Adobe Program Should an Electronic File Be Created to Successfully Reproduce a Piece of Computer Art or Graphic Design?
- What Functions of the Technical Printing Process Restrict and/or Limit the Design Parameters of a Design and in which Adobe Program Should be Used to Create those Electronic Files?
- How Should Electronic Files be Shared Between Adobe InDesign, Illustrator and Photoshop Programs In Order to Successfully Transmit Digital Art for a Reproduction of a Graphic Design in the 21st. Century?

**Enduring Understandings**

- Artists express themselves in many ways with computers as 21<sup>st</sup> Century technology expands.
- No matter what medium (traditional or computer generated) the Elements and Principles of Art are universal and help shape what the artist wants to convey, and what the viewer sees.
- The computer is one tool to maximize the capacity how artists can express themselves. The Adobe InDesign, Illustrator and Photoshop Programs differ and understanding the interfaces between them is essential in order to successfully create and reproduce various graphic designs.
- Selecting the most effective Adobe Program to create an electronic file is important to successfully reproduce various graphic designs?
- The technical functions of the printing process restrict and/or limit the design parameters of graphic design and identifying which Adobe program should be used to create those electronic files is essential.
- Clear understanding of how electronic files are shared between Adobe InDesign, Illustrator and Photoshop Programs is essential in successfully transmitting digital art for a reproduction of graphic designs in the 21st. Century?



### **Alignment to NJCCCS**

- VPA.1.1.12** - Demonstrate Elements and Principles of Art.  
**VPA.1.2.12** - Role, Development and Influence of Art History and Cultures.  
**VPA.1.3.12** - Synthesize skills, media, methods and techniques  
**VPA. 1.4.12.A** - Aesthetic Responses -Demonstrate and apply arts philosophies.  
**VPA.1.4.12B** - Critique Methodologies - Demonstrate and and apply arts philosophies.  
**TECH.8.1.12.A.2** - Produce/edit a multi-page digital document for a commercial or professional audience  
**TECH.8.1.12.B.2** - Apply existing knowledge to generate new ideas/ products/ Processes.  
**TECH.8.1.12.C.1** - Develop an innovative solution to a real world problem/present ideas for feedback through social media or in an online community.

### **Key Concepts and Skills**

- Exploration of other artists' work is essential in order for one to create your own personal vision and voice.
- Utilization of critique helps formulate an artist's personal viewpoint and subsequent expression.
- Using the computer to manipulate/enhance digital images is an important tool to assist in the artist's statement and vision.
- Identify which Elements and Principles of Art will have the most effect for a strong graphic design pr personal expression.
- Design and construct a prototype for real-life printing of a graphic design.
- Successfully select the most appropriate Adobe Program to create various electronic documents and share them between the InDesign, Illustrator and Photoshop Programs to successfully execute and print the final graphic design.
- Mastery of differentiating, selecting, saving and successfully transmitting various digital files is essential in communicating for printing in the 21st. Century.

### **Learning Activities**

- Identify and apply specific Elements and Principles of Art which will effectively create strong graphic design.
- Conceptualize and sketch multiple ideas for various graphic designs.
- Peer review and critique of graphic design concept options.
- Identify, select and create in each of the appropriate Adobe Programs to facilitate and execute a successful graphic design.
- Successfully share between InDesign, Illustrator and Photoshop multiple digital files, to successfully print and reproduce a graphic design.
- Execute and construct a mock-up for various graphic design concepts.
- Students will formulate and write artist statements for themselves.
- Students will peer critique artist statements.
- Reflect, analyze and critique completed artistic work and make suggestions for future revisions.

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**Assessments**

- Sketch book review.
- Peer and self-critique and analysis.
- Artist statement creation and evaluation.
- Mock-up creation.
- Major project evaluation.

**21<sup>st</sup> Century Skills**

<b>X</b>	Creativity	<b>X</b>	Critical Thinking	<b>X</b>	Communication	<b>X</b>	Collaboration
<b>X</b>	Skills	<b>X</b>	Information Literacy	<b>X</b>	Media Literacy		

**Interdisciplinary Connections**

- ELA - Verbal and Written Expression
- Mathematical Practices

**Technology Integration**

- Individual Student Computer Workstations.
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