



**SPRING GROVE AREA SCHOOL DISTRICT**

**PLANNED COURSE OVERVIEW**



<b>Course Title:</b> Digital Art and Painting <b>Grade Level(s):</b> 10-12 <b>Units of Credit:</b> .5 <b>Classification:</b> Elective	<b>Length of Course:</b> 15 cycles <b>Periods Per Cycle:</b> 6 <b>Length of Period:</b> 43 minutes <b>Total Instructional Time:</b> 64.5 hours
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***Course Description***

This class is designed to instruct students on the basic elements and principles of design that will assist them in creating successful layouts, designs, and artwork for print and digital media. Instruction and application of Adobe Photoshop, or other pixel-based/paint programs, will allow students to gain real world experience in the fields of digital illustration, design, and media. Focus will be placed on image manipulation as well as the creation of original works of art using digital paint software.

***Instructional Strategies, Learning Practices, Activities, and Experiences***

Critical Thinking Best Practices Strategies Bell Ringers	Guided Practice Flexible Groups Teacher Demonstration	Class Discussion Posted Objectives and Agenda Listening Examples
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***Assessments***

In-class Projects Critiques	Tutorials and Exercises	Bell Ringers
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***Materials/Resources***

Adobe Suite	iPads/Computer/Internet	
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**Adopted:** 5/21/18

**Revised:**

<b>Careers in Digital Art and Painting</b>	
<b>CONTENT/KEY CONCEPTS</b>	<b>OBJECTIVES/STANDARDS</b>
<p>Careers in Digital Art and Painting Pixel Based Art in the Design Industry</p>	<p>The students will learn what careers apply to the field of digital arts and pixel based illustration. The students will learn how vector based art and design is utilized in various industries. The students will create projects that apply to specific careers in the design field.</p> <p><b>Vocabulary:</b> digital artist, illustrator, web designer, animator, advertising/marketing, game designer</p> <p><b>Standards:</b> 9.1.12.C ~ Integrate and apply advanced vocabulary to the arts forms. 9.1.12.D ~ Demonstrate specific styles in combination through the production or performance of a unique work of art. 9.1.12.J ~ Analyze and evaluate the use of traditional and contemporary technologies for producing, performing, and exhibiting works in the arts or the works of others. 9.3.12.C ~ Apply systems of classification for interpreting works in the arts and forming a critical response. 9.4.12.B ~ Describe and analyze the effects that works in the arts have on groups, individuals, and the culture.</p>

<b>Pixel-Based Software</b>	
<b>CONTENT/KEY CONCEPTS</b>	<b>OBJECTIVES/STANDARDS</b>
<p>Program Interface                      Program Tools/Functions                      Creating Pixel-Based Art</p>	<p>The students will gain knowledge of widely used pixel-based programs, such as Adobe Photoshop and/or related software.</p> <p>The students will gain knowledge of the basic Photoshop interface.</p> <p>The students will learn how to use a variety of basic Photoshop tools, such as those used for painting and manipulating images and text within the program.</p> <p>The students will learn how to work with Photoshop in combination with other programs.</p> <p>The students will create digital painting/illustration projects that showcase their abilities in Photoshop and/or related programs. Examples of such projects might include, but are not limited to print media, game art, and web-based media.</p> <p>The students will create projects that build off of current trends and styles as seen by contemporary Illustrators/Graphic Artists.</p> <p><b>Vocabulary:</b>                      pixel, pixel-based art, interface, resolution, raster</p> <p><b>Standards:</b>                      9.1.12.A ~ Know and use the elements and principles of each art form to create works in the arts and humanities.                      9.1.12.B ~ Recognize, know, use, and demonstrate a variety of appropriate arts elements and principles to produce, review, and revise original works in the arts.                      9.1.12.C ~ Integrate and apply advanced vocabulary to the arts forms.                      9.1.12.D ~ Demonstrate specific styles in combination through the production or performance of a unique work of art.                      9.1.12.E ~ Delineate a unifying theme through the production of a work of art that reflects skills in media processes and techniques.                      9.1.12.J ~ Analyze and evaluate the use of traditional and contemporary technologies for producing, performing, and exhibiting works in the arts or the works of others.                      9.1.12.K ~ Analyze and evaluate the use of traditional and contemporary technologies in furthering knowledge and understanding in the humanities.</p>

<b>Image Manipulation</b>	
<b>CONTENT/KEY CONCEPTS</b>	<b>OBJECTIVES/STANDARDS</b>
<p>Using Stock Images Image Manipulation Techniques and Processes Creating Artwork using Image Manipulation</p>	<p>The students will explore trends and techniques used in image manipulation by pixel-based programs, such as Photoshop.</p> <p>The students will gain knowledge of a variety of tools and processes that create desired effects on stock and original images.</p> <p>The students will create original works of art by combining photography and tools and functions within Photoshop and/or related software.</p> <p><b>Vocabulary:</b> stock image, copyright/fair use, resolution</p> <p><b>Standards:</b>  <b>9.1.12.A</b> ~ Know and use the elements and principles of each art form to create works in the arts and humanities.  <b>9.1.12.B</b> ~ Recognize, know, use, and demonstrate a variety of appropriate arts elements and principles to produce, review, and revise original works in the arts.  <b>9.1.12.C</b> ~ Integrate and apply advanced vocabulary to the arts forms.  <b>9.1.12.D</b> ~ Demonstrate specific styles in combination through the production or performance of a unique work of art.  <b>9.1.12.E</b> ~ Delineate a unifying theme through the production of a work of art that reflects skills in media processes and techniques.  <b>9.1.12.J</b> ~ Analyze and evaluate the use of traditional and contemporary technologies for producing, performing, and exhibiting works in the arts or the works of others.  <b>9.1.12.K</b> ~ Analyze and evaluate the use of traditional and contemporary technologies in furthering knowledge and understanding in the humanities.</p>

<b>Digital Painting</b>	
<b>CONTENT/KEY CONCEPTS</b>	<b>OBJECTIVES/STANDARDS</b>
<p>Digital Painting Styles                      Digital Painting Techniques                      Tools and Functions for Creating Digital Painting                      Basic Elements of Color Theory</p>	<p>The students will study and discuss current trends in digital painting.                      The students will compare digital paintings done in different formats and for different purposes.                      The students will learn and apply processes and techniques for creating digital paintings in Photoshop and/or related programs.                      The students will learn basic principles of color theory to apply to their digital paintings.</p> <p><b>Vocabulary:</b>                      color theory, contrast, value, tint, shade, monochromatic, complementary colors, opacity, brush tip, texture</p> <p><b>Standards:</b>                      9.1.12.A ~ Know and use the elements and principles of each art form to create works in the arts and humanities.                      9.1.12.B ~ Recognize, know, use, and demonstrate a variety of appropriate arts elements and principles to produce, review, and revise original works in the arts.                      9.1.12.C ~ Integrate and apply advanced vocabulary to the arts forms.                      9.1.12.D ~ Demonstrate specific styles in combination through the production or performance of a unique work of art.                      9.1.12.E ~ Delineate a unifying theme through the production of a work of art that reflects skills in media processes and techniques.                      9.1.12.J ~ Analyze and evaluate the use of traditional and contemporary technologies for producing, performing, and exhibiting works in the arts or the works of others.                      9.1.12.K ~ Analyze and evaluate the use of traditional and contemporary technologies in furthering knowledge and understanding in the humanities.                      9.2.12.A ~ Explain the historical, cultural, and social context of an individual work in the arts.                      9.2.12.D ~ Analyze a work of art from its historical and cultural perspective.                      9.2.12.E ~ Analyze how historical events and culture impact forms, techniques, and purposes of works in the arts.</p>

<b>Elements and Principles of Design</b>	
<b>CONTENT/KEY CONCEPTS</b>	<b>OBJECTIVES/STANDARDS</b>
<p>Elements of Design Principles of Design</p>	<p>The students will gain knowledge of the elements of design. The students will gain knowledge of the principles of design. The students will apply the elements and principles to vector-based artwork.</p> <p><b>Vocabulary:</b> alignment, proximity, unity, contrast, balance, emphasis, movement, variety, color, line</p> <p><b>Standards:</b>  <b>9.1.11.A</b> ~ Know and use the elements and principles of each art form to create works in the arts and humanities.  <b>9.1.11.B</b> ~ Recognize, know, use, and demonstrate a variety of appropriate arts elements and principles to produce, review and revise original works in the arts.  <b>9.1.11.C</b> ~ Integrate and apply advanced vocabulary to the arts forms.  <b>9.1.11.D</b> ~ Demonstrate specific styles in combination through the production or performance of a unique work of art.  <b>9.1.11.E</b> ~ Delineate a unifying theme through the production of a work of art that reflects skills in media processes and techniques.  <b>9.1.11.F</b> ~ Analyze works of arts influenced by experiences or historical and cultural events through production, performance, or exhibition.  <b>9.1.11.J</b> ~ Analyze and evaluate the use of traditional and contemporary technologies for producing, performing, and exhibiting works in the arts or the works of others.  <b>9.1.11.K</b> ~ Analyze and evaluate the use of traditional and contemporary technologies in furthering knowledge and understanding in the humanities.</p>