

Name: David Petersen		Grading Quarter: 1	Week Beginning: 1/8
School Year: 2023-24		Subject: Graphic Design 2	
Monday	Notes:	<p><b>Objective: First Day- Understand the Role of Graphic Design</b></p> <p>Lesson Overview: -Introduction- What is Graphics and what will we be doing in class</p> <p>-Information Sheet- Have students fill this out and also make name tags for their folders (last, first)</p> <p>-Beginning of class procedures (bellwork-notes and possibly stamped)</p> <p>Arrange class according to seating chart</p> <p>-Daily Point System/ leaving class and how things are graded</p> <p>-File Folders (turning in work)/ Disclosure statement (read and sign)</p> <p>Saving Work- Computer Usage (respect for others work)</p> <p>Canvas and Synergy</p> <p>Class Expectations- Goals</p> <p>Keeping it clean</p> <p>Quickstart- Notes</p> <p>headphones, food (clean up after yourselves. cell phones (only for emergencies, but don't abuse the priviledge</p> <p>clean up recycle</p> <p>acceptable use policy (keeping it clean with not suggestive, vulgar, or subliminal things)</p> <p>giving yourself time to clean shop</p> <p>doing your own work</p> <p>Go over expectations of class (working the whole time) No Games</p> <p>Have the Level 3 group meet at the table. The rest may listen..but not required at this point</p> <p>-Explain how we work on school production items.</p>	<p>Academic Standards: 3.10 Describe portfolio types serving different purposes (i.e., working portfolios, display portfolios, assessment portfolios, etc.)</p> <p>4.1 Differentiate between art and design</p> <p>5.2 Identify threats to technological devices and computer system networks (i.e., viruses, data breaches, phishing, pirating, etc.)</p> <p>5.4 Apply effective computer file management techniques (e.g., file naming, organization, storage, and backup)</p>

Tuesday	Notes:	<p>Objective: Understand the history of Graphic Design and what the role is in society</p> <p>Lesson Overview:</p> <p>Review Procedures and rules (go around room and have them go until they repeat)</p> <p>Talk about the process of creating thumbnails...to sketches brainstorming, thumbnails, sketches, Fair Use, Targeting an audience, what you will use to accomplish the task. Show mascots on screen and talk about them. Include the yellow jacket and how we used to pay for the rights to use it and how ASU made it too difficult to use their logo for the school of Pharmacy Write down what you remember about the history of graphic design.</p> <p>Go over making a mascot for a school Vector art for scaling and clean lines Simplicity Positive Unique Ownership (copyright) and Fair Use Full Color &amp; Black and White Contrast Target Audience Corporate (school) branding</p> <p>Tell about Yuma and Nogales Mascots</p>	<p>Academic Standards:</p> <p>1.7 Explain the acceptance of multiculturalism in the workplace (i.e., treating impartially and fairly each ethnic group, etc.)</p> <p>10 Use brainstorming techniques to develop ideas for a design concept based on specified client need and target audience.</p> <p>12 Develop a range of design concepts by sketching digital or physical examples.</p> <p>17 Discuss how a monitor and other visual technologies (printing, billboard, smartphone) affect color representations and perceptions.</p> <p>2.2 Investigate copyright, intellectual property, proprietary rights, plagiarism, and software licensure</p> <p>2.3 Discuss consequences in violating copyright, privacy, and data security laws (i.e., monetary penalties, prison, injunctions, financial restitution, etc.)</p> <p>2.4 Explain fair use (i.e., authorships, credit lines, parody, news reporting, criticism and commentary, etc.)</p> <p>6.2 Identify principles of design (e.g., contrast, repetition, alignment, proximity, hierarchy, balance, movement, emphasis, harmony, and unity)</p> <p>7.2 Identify demographic components for a target audience (e.g., gender, age,</p>
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			income, education, socioeconomic, ethnicity, and location)  Graphics-3 Graphics-3 Graphics-3
Wednesday	Notes:	<p>Objective: <b>Understand the History of Graphic Design Day 2- TIMELINES</b></p> <p>Lesson Overview: Watch next 20 minutes into the early 1900's</p>	Academic Standards:
Thursday	Notes:	<p>Objective: Understand the History of Graphic Design</p> <p>Lesson Overview: Movements Art Nouveau Modernism Minimalism Cubism Bauhaus Advertising Boom</p>	<p>Academic Standards:</p> <p>4.1 Differentiate between art and design 4.4 Describe graphic design's influence on society 4.5 Examine the role and cultural significance of graphic designers 4.6 Describe past and present graphic design styles and trends</p>
Friday	Notes:	<p>Objective: Understand the History of Graphic Design</p> <p>Lesson Overview: Review the last part of the film Make a timeline and explain what they will be doing with it.</p> <p>Review Bellwork, Point Sheets and Make up work Go over the timeline... 1800-1910 Art Nouveau, Cubism and Art Deco Early 1900s Modernism 1940's-1950 swiss minimalism 1950's Advertising Boom 2000's. ? (Digital Design)</p>	Academic Standards: