

ART INSTRUCTIONAL PLAN**GRADE: COMPUTER GRAPHIC**

MONTH	TOPIC
SEPTEMBER	INTRODUCTION FIREWORKS (INTERFACE)
OCTOBER	ELEMENTS OF ART TOOL BAR 1,2,&3
NOVEMBER	TOOL BAR 4,5,&6
DECEMBER	www.worth1000.com 1
JANUARY	www.worth1000.com 2
FEBRUARY	FLASH INTERFACE TOOL
MARCH	TIME LINE ANIMATION
APRIL	ACTION SCRIPT
MAY	ACTION SCRIPT 1
JUNE	ACTION SCRIPT 2 GAME

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Topic: Design, Elements, Principles

Essential Questions:

- What are the basic elements of design?
- What rules and principles do artists use to organize the elements in their work?
- How do elements and principles of design support the communication of ideas in artworks?

Performance Indicators	Guided Questions	Essential Knowledge & Skills	Classroom Ideas (Instructional Strategies)	Assessment Ideas (Evidence of Learning)
<ul style="list-style-type: none">• Use the computer and other electronic media as designing tools. And as additional ways to communicate ideas visually• Effective communication skills—thinks, observes, listens	<ul style="list-style-type: none">• How does design influence how an artwork is perceived?	<ul style="list-style-type: none">• Elements of art include line, shape, color, value, texture, and space.• Principles of design include balance, contrast, emphasis, movement, rhythm, pattern, and unity.• Principles of design help artists to organize their work, control the perceptions of the view, and communicate meaning.• Identify and describe how elements and principles of design are used in works of art created by themselves, their peers, and other artists• Manipulate each art element in a variety of ways• Utilize principles of design in planning and creating a composition	<ul style="list-style-type: none">• Use cut paper shapes to manipulate elements and principles of design easily and in a variety of ways	<ul style="list-style-type: none">• Teacher Observations• Forced-Choice and written analysis (art criticism)• Ongoing assessment in studio projects as part of rubric language

Connections to Text (Resources)

Time:

Connections to Technology:

Key Vocabulary: Balance, Unity, Variety, Scale, Emphasis, Pattern/Rhythm

Topic: Elements and principles of design Intro to basic computer graphics software skills

Essential Questions:

- What are the elements and principles of design and how can they is applied to the creation of artwork on the computer?
- What basic skills are necessary to create artwork using the computer as a tool?
- How does the application of color on the computer compare to the use of color in artworks created manually?

Performance Indicators	Guided Questions	Essential Knowledge & Skills	Classroom Ideas (Instructional Strategies)	Assessment Ideas (Evidence of Learning)
Projects that focus certain tool	How to use and apply an application such as Photoshop, Fireworks, and Flash to create artworks	<ul style="list-style-type: none"> • Elements of art include line, shape, value, color, texture, form, and space. • Principles of design give artists guidelines for organizing the art elements with purpose or intent. • Principles of design include balance, contrast, rhythm, pattern, movement, emphasis, and unity. These may vary slightly among different sources. • There are two systems of color that are engaged in the use of computers—additive and subtractive. • Use appropriately the language of art in discussions about artworks • Analyze the use of principles of design and color harmonies in their own artwork and works by peers and other artist • Apply selected principles of design to computer-generated artwork with particular emphasis on rhythm and balance. • Manipulate the dimensions of color (hue, value, saturation) using the computer as a tool. 	<ul style="list-style-type: none"> • Create a color wheel using tinting, shading, toning, and manipulation of each dimension of color. • Identify motifs and color schemes in works by peers and other artists • Create one or more motifs and apply a variety of specified strategies to develop rhythms with intended effects 	<ul style="list-style-type: none"> • Test/quiz items • Rubrics for assessment of studio work • Final exam

Connections to Text (Resources)

Time:

Connections to Technology:

Key Vocabulary:

Computer Graphics

Topic: Creating the illusion of form and space Working in Macromedia. Introduction to Fireworks and Flash

Essential Questions:

- What strategies can be used to create the illusion of depth and form in computer generated work?
- How does creating form on the computer compare to creating form in artworks made through manual processes?
- What knowledge and skills are needed to create realistic lighting effects using the computer as a tool?
- How can rhythm be achieved in three-dimensional space?

Performance Indicators	Guided Questions	Essential Knowledge & Skills	Classroom Ideas (Instructional Strategies)	Assessment Ideas (Evidence of Learning)
		<ul style="list-style-type: none"> • Form and the illusion of three-dimensional space can be achieved through the use of lighting effects; touching, intersecting, or overlapping objects; perspective; and the application of color and value. • Rhythm can be achieved in three-dimensional space as well as in a flat composition. • Realistic lighting effects must consider the direction and source of the light and include highlight, core shadow, cast shadow, and reflected light. • Use appropriately the language of art in discussions about artworks • Analyze how depth, form, movement, and rhythm are achieved in their own artwork and works by peers and other artist • Use the computer as a tool to apply lighting effects to simple shapes to create the illusion of form and mass. • Arrange and manipulate objects to create depth in a composition. • Manipulate perspective using computer design software • Manipulate and edit 	<ul style="list-style-type: none"> • Create simple forms (spheres, cones, cubes, animals, etc) on the computer, using highlight, reflected light, core shadow, & cast shadow • Use forms to create rhythm in three-dimensional space using strategies of overlapping, touching, & intersecting. • Create a deep space composition using a combination of forms and perspective. 	<ul style="list-style-type: none"> • Test/quiz items • Rubrics for assessment of studio work • Final exam

Connections to Text (Resources)

Time:

Connections to Technology:

Key Vocabulary:

Topic: Creating style based on characteristics from movements in Modern Art

Essential Questions:

- What are the defining characteristics of various Modern Art movements?
- What tools are available on the computer to simulate techniques used in various Modern Art Movements?
- How can existing images (photos, etc) are manipulated to create a new unique graphic?

Performance Indicators	Guided Questions	Essential Knowledge & Skills	Classroom Ideas (Instructional Strategies)	Assessment Ideas (Evidence of Learning)
		<ul style="list-style-type: none"> • Modern Art includes a variety of art movements including Op, Impressionism, Expressionism, Cubism, Surrealism, Pop, Abstract Expressionism, etc). • Individual art movements can be recognized by certain distinguishing visual characteristics. • Images for computer graphics can be generated from scratch or created by manipulating existing images obtained through scanning or digital photography. <ul style="list-style-type: none"> • Use appropriately the language of art in discussions about artworks • Identify distinguishing characteristics of various art movements • Continue to use elements and principles of art to organize their work • Manipulate an image using Adobe Illustrator filters, and tools available in the main toolbar • Create artworks that mimic characteristics from a selected Modern art movement 	<ul style="list-style-type: none"> • Create a composition based on the style of a particular modern artist. Examples of styles to use for inspiration include Op, Impressionism, Expressionism, Cubism, Surrealism, Pop, Abstract Expressionism, etc.) 	<ul style="list-style-type: none"> • Test/quiz items • Rubrics for assessment of studio work • Final exam

Connections to Text (Resources)

Time:

Connections to Technology:

Key Vocabulary:

Topic: Animation

Essential Questions:

- How is animation created from still imagery?
- How can an image be manipulated to appear to move through three-dimensional space
- What is the relationship between audio and visual in a cohesive animation piece?
- What options are available for transitioning from one frame to another?

Performance Indicators	Guided Questions	Essential Knowledge & Skills	Classroom Ideas (Instructional Strategies)	Assessment Ideas (Evidence of Learning)
Projects	How are ideas & images used in computer?	<ul style="list-style-type: none">• Animation is created through transitions from frame to frame.• Timing is critical in creating effective transitions between frames.• Progressive rhythm can be created by systematically changing elements in a repeated motif.• Animators recognize relationships among musical form and visual elements and principles as they create animation pieces. • Use Flash layers to manipulate selected elements in an image, creating a gradually changing sequence of frames.• Adjust timing, progression of images, transitions, rotation and movement of forms to customize the animation in their work.• Correlate visual elements with audio elements (rhythm and form of the music) to create a cohesive whole.	<ul style="list-style-type: none">• Develop a completely original animation based on a piece of original music generated in the music units of the course	<ul style="list-style-type: none">• Test/quiz items• Rubrics for assessment of studio work• Final exam

Connections to Text (Resources)

Time:

Connections to Technology:

Key Vocabulary: KeyFrame, Blank KeyFrame, Tween, Layer, Timeline