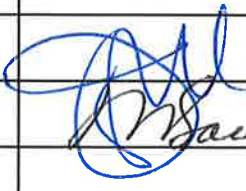



Perris Union High School District

Course of Study

A. COURSE INFORMATION

Course Title: <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">PC Graphics & Design</div> <input type="checkbox"/> New <input checked="" type="checkbox"/> Revised	Subject Area: <input type="checkbox"/> Social Science <input type="checkbox"/> English <input type="checkbox"/> Mathematics <input type="checkbox"/> Laboratory Science <input type="checkbox"/> World Languages <input type="checkbox"/> Visual or Performing Arts <input checked="" type="checkbox"/> College Prep Elective <input type="checkbox"/> Other	Grade Level <input type="checkbox"/> MS <input type="checkbox"/> HS <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input checked="" type="checkbox"/> 10 <input checked="" type="checkbox"/> 11 <input checked="" type="checkbox"/> 12
Transcript Title/Abbreviation: <div style="border: 1px solid black; height: 20px; width: 100%;"></div> (To be assigned by Educational Services)	Is this classified as a Career Technical Education course? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	
Transcript Course Code/Number: <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">106770</div> (To be assigned by Educational Services)		
Required for Graduation: <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	Credential Required to teach this course: <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <p style="text-align: center;"><i>To be completed by Human Resources only.</i></p> <div style="border: 1px solid black; height: 20px; width: 100%;"></div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> Signature Date </div>	
Meets UC/CSU Requirements? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No Was this course <i>previously approved by UC</i> for PUHSD? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No (Will be verified by Ed Services)	Meets "Honors" Requirements? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	
Meets "AP" Requirements? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	Unit Value/Length of Course: <input type="checkbox"/> 0.5 (half year or semester equivalent) <input checked="" type="checkbox"/> 1.0 (one year equivalent) <input type="checkbox"/> 2.0 (two year equivalent) <input type="checkbox"/> Other:	
Submitted by: Dian Martin Site: SSC Date: 1/6/2017		
Approvals	Name/Signature	Date
Director of Curriculum & Instruction		1/9/17
Asst. Superintendent of Educational Services		1.9.17
Governing Board		

PC Graphics & Design

Enterprise High School (052580)

Basic Course Information

Title:

PC Graphics & Design

Transcript abbreviations:

PC GrphicDesign / 4654

Length of course:

Full Year

Subject area:

College-Preparatory Elective ("g") / Interdisciplinary

Integrated (Academics / CTE)?

No

Grade levels:

10th, 11th, 12th

UC honors designation?

No

Course learning environment:

Classroom Based

Course Description

Course overview:

Students begin by studying the process of digital art creation and learn the basic elements of art and principles of design as a foundation for creating digital artworks. Artworks created are comprised of the fundamentals of typography, (InDesign) digital painting, digital manipulation, (Photoshop) digital illustration, and graphic design (Illustrator). Students gain enhanced artistic perceptions of art and design through the creation of these various digital art projects. Computer graphic software is used to create digital media that visually articulates, expresses, and communicates ideas, concepts and personal experiences in creative and meaningful ways. Students become increasingly aware of art and design in our everyday environment and realize that art in our surroundings have, to some degree, been designed or created by digital artists. Students learn about the importance of art as a means of expression and communication and the ways digital art impacts society and culture. Students use computer software as an instrument to visually articulate, express, and communicate ideas, concepts and personal experiences in creative meaningful ways. Critical thinking skills developed help students examine digital art and design for content, artistic skill and aesthetic value. Students understand, recognize, and analyze, current trends in art and design, how they are influenced by culture and impact everything from, fashion, to music, to advertisements etc. Students assemble a portfolio that showcases their digital designs. Digital art skills learned correlate to current careers in visual arts, media, and entertainment, specifically media and design arts. Students build a portfolio that showcases their best works.

PC Graphics & Design is one of five courses in our Business Pathway. Our pathway includes the following courses: Computer Literacy, Principles of Business, Principles of Business and Entrepreneurship, AP Computer Science, and PC Graphics & Design.

Prerequisites:

Computer Literacy (Recommended)

CP Math I or higher (Required)

CP English I or higher (Required)

Co-requisites:

Art 1 (Recommended)

Course content:

The shaded background of the following field indicates this course was approved by UC for the 2014-15 school year or earlier. Please refer to the current "a-g" course criteria and guidelines when completing your course submission form.

Course Content

This course, although offered as part of a career pathway leading to employment will with equal emphasis prepare students for post-secondary university study in the Media and Design Arts professions. Class is offered as a Career and Technical Education program, Industry sector: Arts, Media, and Entertainment, Career Pathway: Media and Design Arts. Desktop publishing and graphics careers are in high demand. Additionally the students learn about artistic perception, creative expression, historical and cultural context, aesthetic valuing, and connections, relationships, applications. Students learn the value of digital publishing technology and its use in the workplace. In a sense, it is both an overview of visual and digital imaging arts at the same time preparing them for careers in desktop publishing and computer graphics. Students can be successful regardless of their artistic talent or technical savvy in this class. Students take this class to fulfill graduation requirements, to learn about desktop publishing and computer graphics, or to use it as a career pathway. For those that have a strong desire to pursue a career in a desktop publishing and computer graphics related field, this class will be highly valuable. Class is designed to make it relevant and engaging for all.

Typography (Unit 1 – 18 weeks)

Typesetting is an art, and typography is emphasized in our first unit. Knowledge of typography gives students the ability to create digital artwork with visual impact. Development of typography in relation to publications of all kinds is the intent of this unit. Graphic designers and production artists create and lay out periodical publications, posters, and print media.

Students learn artistic theory necessary to create publications through the use of typography.

Type, Tools, and Terms - Students acquaint themselves with classic and contemporary fonts, serif and sans serif, and innovative developments in type design.

The Fine Art of Setting Type - Students learn and identify the parts of a letter that give us the font family and learn typesetting design principles.

Combining Type and Images - Students apply theories learned into digital artwork that brings in complementary images to give each piece more aesthetics.

Tabs, Tables, Grids, Guides, and Aligning Objects - Students learn theories on the importance of keeping balance and perspective in their artwork.

Text Wrap, Layers and Effects - Students apply theories of typography, perspective, and aesthetic valuing.

Designing with Type - Students learn the elements and principles of design using type (typography).

Color Essentials - Students learn the principles of color and its effective use in their artwork.

Image editing (Unit 2 – 9 weeks)

Image editing is used by graphic designers and production artists to edit photographs and create graphic art. This unit discusses the use of image editing as a visual design element. Students explore editing images and how these changes can inform and influence the viewer. Artwork produced through editing images can stand alone as a piece of art or can be incorporated into artwork such as posters, flyers, brochures, magazines, newspapers and books.

Students learn artistic theory necessary to create publications by editing images.

Image Essentials - Students apprise themselves about the different digital image types (vector and bitmap).

Selecting and Transforming - Students learn fundamentals of editing images and how their selection and changes affects their artwork.

Working with Color, Image Correction - Students learn the principles of color and its effective use in their artwork.

Drawing and Painting - Students apply concepts and theories creating artwork editing and creating images.

Masking - Students learn the principles of masking and what it contributes to their artwork.

Compositing - Students learn about compositing and compositions through creation of artwork that pulls together all elements learned.

Creating Vector graphics (Unit 3 – 9 weeks)

Vector graphic art creation is used to rework, repurpose, and reproduce artwork, as well as develop of completely new digital imagery. Digital images can also be found in posters, flyers, brochures, magazines, newspapers and books. Graphic designers and production artists create vector graphics.

Students learn artistic theory necessary to create publications through the creation of vector graphics.

Drawing Lines and Shapes - Students learn fundamental building blocks of visual art using lines and shapes.

Using Color - Students learn the principles of color and its effective use in their artwork.

Value and Texture - Students learn fundamental building blocks of visual art using value and texture.

Working with Type - Students learn the elements and principles of design using type (typography).

Object Composition - Students learn concepts on composition (how to bring it all together) creating lines, shapes, value, texture, color and type.

Spatial Illusions - Students learn the theory on creating a sense of space in their artwork.

Course Materials

Textbooks

Title	Author	Publisher	Edition	Website
Adobe CS6 Design Tools: Photoshop, Illustrator, and InDesign Illustrated	Botello, Chris & Fisher, Ann	Cengage	1st/2013	http://www.cengage.com/search/productOverview.do?Ntt=1133562582 4891568951352447811294021398237238398&N=16&Ntk=APG%7C%7CP_EPI&Ntx=mode+matchallpartial

Supplemental Materials

Title	Content
Supplemental Materials	Students will use the internet to get additional support on accomplishing particular skill acquisition. Numerous sites are dedicated to community support of computer graphics software.

Administrative Regulation Exhibit

Perris Union High School District

Course Development Approval Form

Instructions: Complete the information requested below (use additional sheets if necessary) and attach a proposed course outline. Submit Form A to Department Lead for signature. After signing the Department Lead will forward to the other Department Leads at sites that teach the same grade level. Form A will also then be submitted to the Director of Curriculum, and Instruction.

Department:	CTE	Title of Course:	PC Graphics & Design	Implementation Date:	2016-2017
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Why do we need this course? We are updating our Introduction to Multimedia course to meet an A-G status. We are adopting a current A-G Course that is on Doorways.

Explanation of how this course or course revisions will meet the students' needs. Attach major topics and student objectives. (The student will...)The student will be able to use Photoshop and Illustrator to create multimedia elements.

Estimated budget and funding source: Zero Dollars

Schools to Implement Course (List all that teach the grade levels that this course is designed for)

Review Committee:

Date:

This course has been reviewed by the following school subject Department Leads:

Site: <i>DO/CTE Lead</i>	Department Lead: <i>Ma Marte</i>	Date: <i>12/15/16</i>
Site:	Department Lead:	Date:
Site:	Department Lead:	Date:
Site:	Department Lead:	Date:

Recommended for Approval: Yes No

[Signature]

School Principal

Recommended for Approval: Yes No

[Signature]

Director of Curriculum and Instruction/Date

Recommended for Approval: Yes No

[Signature]

Administrative Regulation Exhibit

Perris Union High School District

New/Revised Course Instructional Guideline

Complete for new course, revision of course, and/or new instructional materials.

Course Title:	PC Graphics & Design	Date Adopted:	
Department:	CTE	Length of Course:	Full Year
Pre-Requisites:	Computer Applications (Recommended)	Co-Requisites:	

Grade Levels:	10th, 11th, 12th	UC/USC:	Yes	<input checked="" type="checkbox"/>	X	No	
Fulfills Graduation Requirement as:	A-G Elective G/ Interdisciplinary						
Course Submitted By:	David Sanchez	Site:	Perris High School		Date:	11/10/15	

I. Brief Description of Course:

Students begin by studying the process of digital art creation and learn the basic elements of art and principles of design as a foundation for creating digital artworks. Artworks created are comprised of the fundamentals of typography, (InDesign) digital painting, digital manipulation, (Photoshop) digital illustration, and graphic design (Illustrator).

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II. Rationale for Course:

This course, although offered as part of a career pathway leading to employment will with equal emphasis prepare students for post-secondary university study in the Media and Design Arts professions. Class is offered as a Career and Technical Education program, Industry sector: Arts, Media, and Entertainment, Career

Administrative Regulation Exhibit

Perris Union High School District

New/Revised Course Instructional Guideline

Pathway: Desktop publishing and graphics careers are in high demand. Additionally the students learn about artistic perception, creative expression, historical and cultural context, aesthetic valuing, and connections, relationships, applications. Students learn the value of digital publishing technology and its use in the workplace. In a sense, it is both an overview of visual and digital imaging arts at the same time preparing them for careers in desktop publishing and computer graphics. Students can be successful regardless of their artistic talent or technical savvy in this class. Students take this class to fulfill graduation requirements, to learn about desktop publishing and computer graphics, or to use it as a career pathway. For those that have a strong desire to pursue a career in a desktop publishing and computer graphics related field, this class will be highly valuable. Class is designed to make it relevant and engaging for all.

III. Student Performance Objectives and Standards. The student will...

Typography (Unit 1 – 18 weeks)

Typesetting is an art, and typography is emphasized in our first unit. Knowledge of typography gives students the ability to create digital artwork with visual impact. Development of typography in relation to publications of all kinds is the intent of this unit. Graphic designers and production artists create and lay out periodical publications, posters, and print media.

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- Tabs, Tables, Grids, Guides, and Aligning Objects - Students learn theories on the importance of keeping balance and perspective in their artwork.
- Text Wrap, Layers and Effects - Students apply theories of typography, perspective, and aesthetic valuing.
- Designing with Type - Students learn the elements and principles of design using type (typography).
- Color Essentials - Students learn the principles of color and its effective use in their artwork.

Image editing (Unit 2 – 9 weeks)

Image editing is used by graphic designers and production artists to edit photographs and create graphic art. This unit discusses the use of image editing as a visual design element. Students explore editing images and how these changes can inform and influence the viewer. Artwork produced through editing images can stand alone as a piece of art or can be incorporated into artwork such as posters, flyers, brochures, magazines, newspapers and books.

Students learn artistic theory necessary to create publications by editing images.

- Image Essentials - Students apprise themselves about the different digital image types (vector and bitmap).

Administrative Regulation Exhibit
Perris Union High School District
 New/Revised Course Instructional Guideline

Complete for new course, revision of course, and/or new instructional materials.

Course Title:	PC Graphics & Design	Date Adopted:	
Department:	CTE	Length of Course:	Full Year
Pre-Requisites:	Computer Applications (Recommended)	Co-Requisites:	

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Students learn artistic theory necessary to create publications by editing images.

- Image Essentials - Students apprise themselves about the different digital image types (vector and bitmap).

Administrative Regulation Exhibit
Perris Union High School District
New/Revised Course Instructional Guideline

- Selecting and Transforming - Students learn fundamentals of editing images and how their selection and changes affects their artwork. Working with Color, Image Correction - Students learn the principles of color and its effective use in their artwork.
- Drawing and Painting - Students apply concepts and theories creating artwork editing and creating images. Masking - Students learn the principles of masking and what it contributes to their artwork.
- Compositing - Students learn about compositing and compositions through creation of artwork that pulls together all elements learned.

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- Value and Texture - Students learn fundamental building blocks of visual art using value and texture. Working with Type - Students learn the elements and principles of design using type (typography).
- Object Composition - Students learn concepts on composition (how to bring it all together) creating lines, shapes, value, texture, color and type.
- Spatial Illusions - Students learn the theory on creating a sense of space in their artwork.

IV. Instructional Materials:

Video Tutorials, along with handouts, and lectures.

Supplemental Materials

Students will use the internet to get additional support on accomplishing particular skill acquisition. Numerous sites are dedicated to community support of computer graphics software.

V. Course Exit Criteria. The Student will be able to... (must be measurable)

The student will be able to create an image that communicates through the use of typography.

The student will be able to create a composite image, in which they demonstrate the ability to take multiple images and combine them into one new image. This image must communicate a theme or feeling.

The student will be able to create a Vector graphic that represents a logo. This logo must communicate what the company's business is about. .

Submit Forms 6141A & B to the Director of Curriculum and Instruction at the Educational Services office.