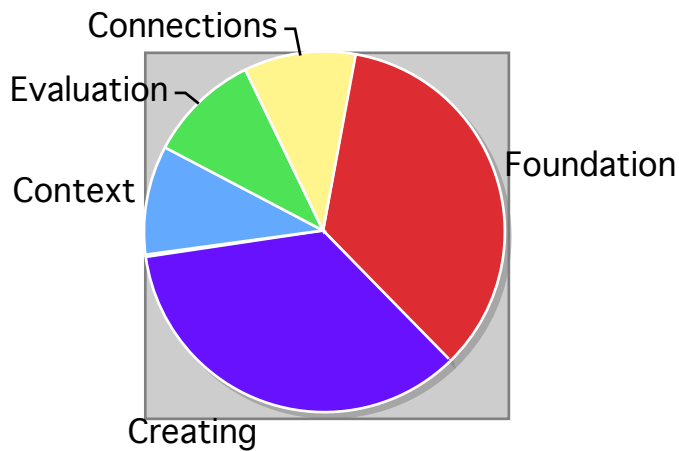


Digital Imaging 1AB

High School



Course Title	DIGITAL IMAGING HIGH SCHOOL 1 A/B
Course Abbreviation	DIG IMAG SH 1 A/B
Course Code Number	200321/200322
Special Notes	
Course Description	The purpose of this course is to provide a balanced visual arts program, which guides students to achieve the standards in the visual arts. In Digital Imaging 1AB, students develop aesthetic criteria to create and assess graphic imagery using contemporary technologies. Importance is placed on developing knowledge of the elements of art and principles of design as they are used in visual communication. Students' learn about the history of graphic design, making aesthetic decisions, use of contemporary technologies, drawing with traditional and contemporary media, color theory, layout and design, desktop publishing, and career opportunities.
Instructional Topics	History of Graphic Design Making Aesthetic Decisions and Personal Judgments Layout and Design, Desktop Publishing

	<p>Drawing with Traditional and Contemporary Media Advanced Color Theory Multimedia Technologies Portfolio Development Career Opportunities</p> <p>*Topics should be presented in an integrated manner where possible; time spent on each topic is to be based upon the needs of the student, the instructional program, and the scheduling needs of the school.</p>
<p>California Visual Arts Content Standards High School Proficient</p>	<p>Content knowledge and skills gained during this course will support student achievement of grade level Student Learning Standards in the Visual Arts.</p> <p><i>Upon graduation from the LAUSD, students will be able to:</i></p> <ol style="list-style-type: none"> 1. Process, analyze, and respond to sensory information through the language and skills unique to the visual arts. Students perceive and respond to works of art, objects in nature, events, and the environment. They also use the vocabulary of the visual arts to express their observations. Artistic Perception 2. Create, perform, and participate in the visual arts. Students apply artistic processes and skills, using a variety of media to communicate meaning and intent in original works of art. Creative Expression 3. Understand the historical contributions and cultural dimensions of the visual arts. Students analyze the role and development of the visual arts in past and present cultures throughout the world, noting human diversity as it relates to the visual arts and artists. Historical and Cultural Context 4. Respond to, analyze, and make judgments about works in the visual arts. Students analyze, assess, and derive meaning from works of art, including their own, according to the elements of art, the principles of design, and aesthetic qualities. Aesthetic Valuing 5. Connect and apply what is learned in the visual arts to other art forms and subject areas and to careers. Students apply what they learned in the visual arts across subject areas. They develop competencies and creative skills in problem solving, communication, and management of time and resources that contribute to lifelong learning and career skills. They also learn about careers in and related to the visual arts. Connections, Relationships, Applications
<p>Representative Objectives</p>	<p><i>Student will be able to:</i></p> <ul style="list-style-type: none"> • Create original works of art of increasing complexity and with increased skill using contemporary technologies. • Explore a variety of visual arts media, techniques, and processes, making choices as to what to apply in his or her work using contemporary technologies. • Demonstrate an understanding of how to solve artistic problems in unique and expressive ways using contemporary technologies. • Integrate what he or she learns in digital imaging to learning in other subject areas. • Learn skills in digital imaging that translate to careers in the fields of arts, media, and communication. • Recognize, describe, analyze, discuss, and write about

	<p>the visual characteristics of works of art, objects in nature, events, and the environment.</p> <ul style="list-style-type: none"> Identify, record, and use the elements of art and principles of design as he or she explores, analyzes, and talks about what he or she sees in the physical world and in what he or she creates using contemporary technologies. Make informed judgments by applying the four steps of art criticism to his or her artwork and the work of others using contemporary technologies. Discuss and describe various purposes for creating visual images using contemporary technologies.
Representative Performance Skills	<p><i>In accordance with their individual capacity, students will grow in the ability to:</i></p> <ul style="list-style-type: none"> Produce a work of art effectively using the elements of art and principles of design in drawing, painting, photography, or other media or emerging technology. Demonstrate the ability to synthesize different subjects, themes, images, and visual metaphors in creating artworks using contemporary technologies. Locate, organize, maintain, interpret, and communicate information (oral and written, creation of a visual image and or display of artwork) using contemporary technologies. Research arts and art-related careers for those skilled in using contemporary technologies. Discuss complex issues for those artists using contemporary technologies, such as distortion of shapes/form, space, advanced color theory, simplified and actual texture, scale, expressive content, and real vs. virtual. Discuss and make choices about using materials and contemporary technologies as they relate to intent. Identify some trends of contemporary styles in American art and discuss the diverse cultural developments reflected in the artworks created using contemporary technologies she or he has examined. Discuss (compare and contrast) the purposes of art from major time periods and cultures with those created using contemporary technologies in present time. Develop chains of reasoning for his or her judgments about works of art that link the elements of art and principles of design, expressive characteristics, and technical qualities to the interpretation of meaning. Use criteria for making judgments and identify the difference between preference and judgment.
Samples of Classroom Activities for Connections/Relationships/Applications Strand	<p>Connect and apply what is learned in the visual arts to other art forms and subject areas and to careers. Students apply what they learned in the visual arts across subject areas. They develop competencies and creative skills in problem solving, communication, and management of time and resources that contribute to lifelong learning and career skills. They also learn about careers in and related to the visual arts.</p> <p>Students will be able to:</p> <ul style="list-style-type: none"> Research art and art-related careers in California using contemporary information systems

	<ul style="list-style-type: none"> • Communicate with and or shadow an artist working in his or her studio or in an arts-related career in the fields of arts, media and or communications. • Write a report on the work process and products observed.
Resources	<ul style="list-style-type: none"> • <i>Exploring Visual Design: The Elements and Principles</i> 3rd Edition, Gatto, et al., Davis Publications. • <i>Exploring the Elements of Design</i>, 2nd Edition; Evans, Thomas; Cengage Learning. • <i>Graphic Design Solutions</i>, 3rd Edition; Landa; Cengage Learning.

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<p>Credentials required to teach this course</p> <p>One of the following:</p> <p>General Secondary</p> <p>Special Secondary Art</p> <p>Standard Secondary with major/minor Art</p> <p>Single Subject Art</p> <p>Supplementary Authorization Computer Concepts & Applications</p>
