

Planned Course: Graphic Design Solutions	Course Number: AH801T	Department: Fine Arts and Digital Arts	
Unit: Vector-Based Drawing/Manip.	Grade Level: 9-12	Board Approval Date: 08/22/2016	
Estimated Time: 2 weeks	Level/Track: Elective		
PA Academic Standards	Core Concepts (in question format) • Skills/Knowledge	Activities/Strategies/Study Skills (identify some activities as remedial or enrichment activities)	Assessments (include types and topics)

<p>9.1.12:</p> <p>A: Know and use the elements and principles of each art form to create works in the arts and humanities</p> <p>E: Delineate a unifying theme through the production of a work of art that reflects skills in media processes and techniques.</p> <p>H: Incorporate the effective and safe use of materials, equipment and tools into the production of works in the arts at work and performance spaces.</p> <p>9.2.12</p> <p>L: Identify, explain and analyze common themes, forms and techniques from works in the arts</p>	<p>► What themes are relevant to your daily life? Your parent’s daily life? Your pet’s life?</p> <ul style="list-style-type: none"> • Commonalities • Compatibility <p>► How can having a theme help your artwork?</p> <ul style="list-style-type: none"> • Examine continuity • Look into focusing creativity • Examine depth of content <p>► Can artwork be created on the computer?</p> <ul style="list-style-type: none"> • Decide if computer-based artwork is truly art. • Consider Raster vs. Vector art 	<ul style="list-style-type: none"> • Examine the concept of a theme • Generate a theme for the project • Compare vector-based art to raster-based art • Break down existing pieces of type into the simplest vector components • Observe and use appropriate tools to create and/or manipulate vector-based artwork • Observe and try creating and applying colors and manipulating strokes • Present final project • Critique final project • Self-evaluate project in written form 	<ul style="list-style-type: none"> • Informal assessment regarding class participation level • Informal assessment regarding basic computer usage • Informal assessment regarding software knowledge retention and skill • Informal assessment of theme acquisition • Informal assessment of mid-way progress • Formal grading of finished project using an assigned rubric • Informal class presentation and critique of finished project • Written self-evaluation and summary observation of project
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