PUBLISHER	Davis Publications, Inc.								
PROGRAM TITLE	Communicating through Graphic Design 2E								
PROGRAM ISBN	978-16152-8971-4								
Level	Digital Art and Design 1, 2, 3, and 4								
Course Codes	6120, 6121, 6122, 6123								
Content Area	Criteria	SE or TE	Page	Reference (Lesson)					
A. Safety	1. Identify lab policies and procedures.	TE	T8-T10	Designing a Digital Studio					
		SE		Handbook: Illustration and Photography: Photography: The Basic Image Workflow					
	2. Identify lab equipment.	TE	T8-T10	Designing a Digital Studio					
		SE	346-349	Handbook: Basic Design Tools					
	3. Identify contact information for classroom emergencies.								
	4. Demonstrate safety procedures used in digital art and design program	TE	T10	Designing a Digital Studio: Environment and Safety Considerations					
	including safe body mechanics and ergonomics.								
	5. Identify all fire exits.								
B. Student	6. Demonstrate proper workspace cleaning procedures.	C.E.	10	Districtor of Decima Contract Course Time					
Organizations	I. Identify the purpose and goals of a Career and Technology Student Organization (CTSO). Explain how CTSOs are integral parts of specific clusters, majors, and/or courses.	SE SE	49	Principles of Design: Contrast: Career Tip					
O Gamzations		SE	308 49	Keeping Up with the Graphic Design Industry					
		SE	308	Principles of Design: Contrast: Career Tip Keeping Up with the Graphic Design Industry					
	Explain the benefits and responsibilities of being a member of a CTSO.	SE	49	Principles of Design: Contrast: Career Tip					
		SE	308	Keeping Up with the Graphic Design Industry					
	4. List leadership opportunities that are available to students through	SE	49	Principles of Design: Contrast: Career Tip					
	participation in CTSO conferences, competitions, community service, philanthropy, and other activities.								
		SE	308	Keeping Up with the Graphic Design Industry					
	5. Explain how participation in CTSOs can promote lifelong benefits in other professional and civic organizations.	SE	49	Principles of Design: Contrast: Career Tip					
		SE	308	Keeping Up with the Graphic Design Industry					
C. Legal	1. Demonstrate proficiency and skills associated with the use of	SE	163-164	Chapter 5 Identity Design: Design Brief: Club Communication					
Requirements	technologies that are common to a specific occupation.	SE	211-212	Chapter 7 Advertising Design: Design Brief: Poster for a School Event					
and Ethical	2. Identify proper netiquette when using e-mail, social media, and other	SE	91	Chapter 3 Image Creation for Design: Design Fundamentals: Color and Value: Career Tip					
Considerations	technologies for communication purposes.	SE	313	Chapter 10 Working as a Graphic Designer: Cybersecurity					
	3. Identify potential abuse and unethical uses of laptops, tablets, computers, and/or networks.	SE		Chapter 10 Working as a Graphic Designer: Working Ethically					
		SE	313	Chapter 10 Working as a Graphic Designer: Cybersecurity					
	4. Explain the consequences of social, illegal, and unethical uses of technology (e.g., piracy; cyberbullying; illegal downloading; licensing	SE	97-98	Chapter 3 Image Creation for Design: Images and Ethics					
	infringement; inappropriate uses of software, hardware, and mobile devices in the work environment).	SE	309-312	Chapter 10 Working as a Graphic Designer: Working Ethically					
	5. Discuss legal issues and the terms of use (e.g., plagiarism) related to copyright laws, fair use laws, and ethics pertaining to downloading of	SE	97-98	Chapter 3 Image Creation for Design: Images and Ethics					
	images, photographs, documents, video, sounds, music, trademarks, and other elements for personal use.	SE	321	Chapter 10 Working as a Graphic Designer: Chapter Review: Understand					
	6. Define differences between classroom and professional practices in	SE	97-98	Chapter 3 Image Creation for Design: Images and Ethics					
	regard to copyrights.	SE	309-312	Chapter 10 Working as a Graphic Designer: Working Ethically					
	7. Define the impact of the Americans with Disabilities Act and other	SE	301-304	Chapter 10 Working as a Graphic Designer: Working in Design: Working for a Design Agency					
	civil rights legislation on a business/organization, its employees, and its customers.	SE	305-307	Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Freelance Graphic Designer					

	8. Analyze accessibility laws and their impact on the end-user.	SE	38	Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light: Color and Vision: Think Like a Designer
		SE	310	Chapter 10 Working as a Graphic Designer: Working Ethically: Try It
	9. Describe ethical and legal practices of safeguarding the confidentiality	SE	313	Chapter 10 Working as a Graphic Designer: Cybersecurity
	of business-related information.	TE	315	Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project: Before You Begin
	10. Describe possible threats to a laptop, tablet, computer, and/or	SE	313	Chapter 10 Working as a Graphic Designer: Cybersecurity
	network and methods of avoiding attacks.	TE	315	Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project: Before You Begin
D. Personal	1. Demonstrate punctuality.	SE	163-164	Chapter 5 Identity Design: Design Brief: Club Communication
Qualities and		SE	315-317	Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project
Employability Skills	2. Demonstrate self-representation.	SE	282-283	Chapter 10 Working as a Graphic Designer: What to Expect as a Graphic Designer: Portrait of a Graphic Designer
		SE	285	Chapter 10 Working as a Graphic Designer: What to Expect as a Graphic Designer: Portrait of a Good Employee
	3. Demonstrate work ethic.	SE	282-283	Chapter 10 Working as a Graphic Designer: What to Expect as a Graphic Designer: Portrait of a Graphic Designer
		SE	285	Chapter 10 Working as a Graphic Designer: What to Expect as a Graphic Designer: Portrait of a Good Employee
	4. Demonstrate respect.	SE	282-283	Chapter 10 Working as a Graphic Designer: What to Expect as a Graphic Designer: Portrait of a Graphic Designer
		SE	285	Chapter 10 Working as a Graphic Designer: What to Expect as a Graphic Designer: Portrait of a Good Employee
	5. Demonstrate time management.	SE	101	Chapter 3 Image Creation for Design: Design Brief: Songbook of Myself: Rubric: Work Process
		SE	139	Chapter 4 The Design Process: Design Brief: Identifying My Mix: Rubric: Work Process
	6. Demonstrate integrity.	SE	189-191	Chapter 6 Publications Design: Design Brief: A Newsletter Design
		TE	56	Chapter 2 The Art of Graphic Design: Design Brief: A Simple Story: Capturing a Classic with Minimalism: Teachign Tips
	7. Demonstrate leadership.	SE	317	Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project: Rubric: Prepare
		TE	165	Chapter 5 Identity Design: Design Brief: Club Communication: Rubric: Meeting Individual Student Needs
	8. Demonstrate teamwork and collaboration.	SE	163-165	Chapter 5 Identity Design: Design Brief: Club Communication
		SE		Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project
	9. Demonstrate conflict resolution.	SE	303	Chapter 10 Working as a Graphic Designer: Working in Design: Working for a Design Agency: Working with Colleagues
		SE	316	Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project: Check It
	10. Demonstrate perseverance.	SE	211	Chapter 7 Advertising Design: Design Brief: Poster for a School Event
		SE		Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion
	11. Demonstrate commitment.	SE		Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place
		SE	321	Chapter 10 Working as a Graphic Designer: Chapter Review: For Your Portfolio
	12. Demonstrate a healthy view of competition.	TE	213	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Display
	, ,	SE	272	Chapter 9 Design in Motion: Looking Ahead: Career Tip
	13. Demonstrate a global perspective.	SE	182	Chapter 6 Publications Design: Design History: Magazine Design: Vogue: Try It
		SE	321	Chapter 10 Working as a Graphic Designer: Chapter Review: Analyze

	14. Demonstrate health and fitness.	SE	44	Chapter 2 The Art of Graphic Design: Principles of Design: Visual Paths: Try It
		SE	81	Chapter 3 Image Creation for Design: Illustration: The Human Figure: Using Models: Try It
	15. Demonstrate self-direction.	SE	239	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Rubric: Work Process
		TE	283	Chapter 10 Working as a Graphic Designer: What to Expect as a Graphic Designer: Portrait of a Graphic Designer: Try It
	16. Demonstrate lifelong learning.	SE	286-287	Chapter 10 Working as a Graphic Designer: Getting the Training You Need
		SE	308	Chapter 10 Working as a Graphic Designer: Keeping Up with the Graphic Deisgn Industry
E. Professional	Demonstrate effective speaking and listening skills.	SE	18	Chapter 1 What Is Graphic Design?: How to Give and Receive Feedback
Knowledge		SE	190	Chapter 6 Publications Design: Design Brief: A Newsletter Design: Creat It: 5 Review and Revise
	2. Demonstrate effective reading and writing skills.	SE	105	Chapter 3 Image Creation for Design: Chapter Review: Writing About Art
		TE	64	Chapter 3 Image Creation for Design: Illustration: Interdisciplinary Connection: English
	3. Demonstrate mathematical reasoning.	TE	31	Chapter 2 The Art of Graphic Design: Elements of Art: Shape and Form: Interdisciplinary Connection: Geometry
		TE	222	Chapter 8 Information and Experience Design: Maps: Interdisciplinary Connection: Math
	4. Demonstrate job-specific mathematics skills.	SE	156	Chapter 5 Identity Design: Graphics for Three-Dimensional Packaging: Templates: Try It
		SE	237	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Create It: 2 Sketching
	5. Demonstrate critical-thinking and problem-solving skills.	TE	39	Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light: What Colors Mean: Inquiry
		SE	137-138	Chapter 4 The Design Process: Design Brief: Identifying My Mix: Before You Begin/Create It
	6. Demonstrate creativity and resourcefulness.	SE	55-57	Chapter 2 The Art of Graphic Design: Design Brief: A Simple Story: Capturing a Classic with Minimalism
		SE	273-275	Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion
	7. Demonstrate an understanding of business ethics.	TE	17	Chapter 1 What Is Graphic Design?: Why Is Graphic Design Important?: Inquiry
		SE	321	Chapter 10 Working as a Graphic Designer: Chapter Review: Understand
	8. Demonstrate confidentiality.	SE	313	Chapter 10 Working as a Graphic Designer: Cybersecurity
	9. Demonstrate an understanding of workplace structures, organizations,	SE	301-304	Chapter 10 Working as a Graphic Designer: Working in Design: Working for a Design Agency
	systems, and climates.	SE	305-307	Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Freelance Graphic Designer
	10. Demonstrate diversity awareness.	SE	304	Chapter 10 Working as a Graphic Designer: Working in Design: Working for a Design Agency: Working with Clients
		SE	367	Handbook: Preparing for a Career in Graphic Design: Starting Your Career: Working with Clients
	11. Demonstrate job acquisition and advancement skills.	SE	293-298	Chapter 10 Working as a Graphic Designer: Finding a Job
	J1	SE	299	Chapter 10 Working as a Graphic Designer: How to Evaluate Job Offers
	12. Demonstrate task management skills.	SE	165	Chapter 5 Identity Design: Design Brief: Club Communication: Rubric: Work Process
	_	SE	213	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Rubric: Work Process
	13. Demonstrate customer-service skills.	SE	163	Chapter 5 Identity Design: Design Brief: Club Communication: Create It: 1. Emphathize and Define the Challenge/2 Research/5 Client Review and Revision
		SE	316	Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project: Check It
F. Basic Drawing Skills and Media	1. Create line drawings.	SE	67	Chapter 3 Image Creation for Design: Illustration: Observational Drawing: Seeing Shapes: Try It
Exposure		SE	117	Chapter 4 The Design Process: How to Visualize by Sketching

	2. Design compositions.	SE	55-57	Chapter 2 The Art of Graphic Design: Design Brief: A Simple Story: Capturing a Classic with Minimalism
		SE	99-101	Chapter 3 Image Creation for Design: Design Brief: Songbook of Myself
	3. Render artwork using pencil.	SE	69	Chapter 3 Image Creation for Design: Illustration: Observational Drawing: Drawing Forms: Try lt
		SE	72	Chapter 3 Image Creation for Design: Illustration: Exploring Other Illustration Media: Think Like a Designer
	4. Construct a color chart for color theory and harmony.	SE	35-37	Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light: Color Schemes/Properties of Color
		SE	39	Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light: What Colors Mean: Try It
	5. Create thumbnails and rough sketches.	SE	115	Chapter 4 The Design Process: The Basic Steps: Sketching
		SE	211	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 2 Sketching
	6. Prepare photos and artwork for reproduction.	SE	86	Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Workflow
		SE	135-136	Chapter 4 The Design Process: The Path to a Final Product
	7. Prepare compositional layout.	SE	138	Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Create
		SE	190	Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 6 Create
	8. Prepare electronic proofs.	SE	135	Chapter 4 The Design Process: The Path to a Final Product
		SE	164	Chapter 5 Identity Design: Design Brief: Club Communication: Create It: 4 Sketcing and Prototypes/5 Client Review and Revision
	9. Identify various printing processes.	SE	7-10	Chapter 1 What Is Graphic Design?: A Brief History: Early Printing/Design History/The Industrial Revolution/Photography
		SE	359-363	Handbook: Prepress and Printing Basics
G. Typography	1. Identify various forms and styles of typography.	SE	126	Chapter 4 The Design Process: Design Components: Typography: Type Families: Think Like a Designer
		TE	125	Chapter 4 The Design Process: Design Components: Typography: Teaching Tips
	2. Illustrate x-height, mean-line, base-line, ascenders, descenders, serifs,	SE	125	Chapter 4 The Design Process: Design Components: Typography
	and leading, as well as their roles in measuring and designing with type.	SE	127	Chapter 4 The Design Process: How to Design with Type
	3. Illustrate caps, lowercase, uppercase, small caps, and ligatures.	TE	28	Chapter 2 The Art of Graphic Design: Chapter Opener: Tips for Using the Opening Image
		SE	126	Chapter 4 The Design Process: Design Components: Typography: Type Families: Think Like a
				Designer
	4. Define dingbats, bullets, rules, glyphs, and symbols, plus their uses in publications.	SE	54	Chapter 2 The Art of Graphic Design: Principles of Design: Symbolic Communication: Think Like
				a Designer
		SE	349	Handbook: Basic Design Tools: Typefaces
	5. Distinguish between display (headline) type and body (text) type by	SE	175	Chapter 6 Publications Design: Books: Book Design Components
	their point sizes, styles, and uses.	SE	179	Chapter 6 Publications Design: Design Notes: Guide to the Front Page
	6. List the major typefaces/font families and their uses.	SE	126	Chapter 4 The Design Process: Design Components: Typography: Type Families: Think Like a Designer
		SE	349	Handbook: Basic Design Tools: Typefaces
	7. Explain letter spacing, tracking, kerning, baseline shift, and horizontal	SE	127	Chapter 4 The Design Process: How to Design with Type
	scale.	SE	128-129	Chapter 4 The Design Process: Design Components: Typography: Legibility
	8. Demonstrate the type arrangements: flush left–ragged right, flush	SE		Chapter 4 The Design Process: Design Components: Typography: Legibility
	right-ragged left, centered, justified, force justified, and widows and orphans.	SE	130	Chapter 4 The Design Process: How to Use Dummy Type

H. Pre-Production
Practices

language (e.g., signatures, mock-up, two-up, moda, substrates). 2. Demonstrate skills used when meeting with clients. 5	on	Demonstrate the ability to communicate with industry-appropriate	SE	135-136	Chapter 4 The Design Process: The Path to a Final Product
Define the Challenge/2 Research/5 Cleanter Abevision 3. Demonstrate project management skills to estimate costs and establish a budget. 4. List practices used to schedule project workflow. 5. 2006 4. List practices used to schedule project workflow. 5. 2007 5. State the importance of obtaining approval/sign-off. 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an engage off obtaining approval/sign-off. 8. Produce draft quality drawings, including thumball drawings and roughly sketches (integral to the creative process). 8. State the importance of obtaining approval/sign-off obtaining approval/sign-off obtaining approv		anguage (e.g., signatures, mock-up, two-up, media, substrates).	SE	359-363	Handbook: Prepress and Printing Basics
SE 211-212 Chapter 7 Advertising Design Design Brief: Poster for a School Event: Before You Begin/Create it. 4 Review and Revise/S Create		2. Demonstrate skills used when meeting with clients.	SE	163-164	Chapter 5 Identity Design: Design Brief: Club Communication: Create It: 1. Emphathize and
3. Demonstrate project management skills to estimate costs and establish a budget. 4. List practices used to schedule project workflow. 5. 306 Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Planning and Managing Projects. 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. 8. 210 Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Planning and Managing Projects. 5. State the importance of obtaining approvalsign-off. 5. State the importance of obtaining approvalsign-off. 5. State the importance of obtaining approvalsign-off. 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. 5. State the importance of obtaining approvalsign-off. 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. 5. State the importance of obtaining approvalsign-off. 5. Stat					Define the Challenge/2 Research/5 Client Review and Revision
3. Demonstrate project manugement skills to estimate costs and establish TE 100 Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Beasing Freelance Graphic Design Freelance Graphic Design Freelance Graphic Design Freelance Graphic Design Freelance Graphic Designer Freelance Graphic Design Freelance Grap				211-212	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Before You Begin/Create
a budget. SE 307 Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Freelance Graphic Designer Working in Design: Working as a Freelance Graphic Designer. Working as a Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Teaching Tip S. State the importance of obtaining approval/sign-off. SE 120 Chapter 4 The Design Process: The Basic Steps: Client Review 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. SE 118 Chapter 4 The Design Process: The Basic Steps: Design Direction SE 189-190 Chapter 4 The Design Process: The Basic Steps: Design Direction SE 191 Chapter 4 The Design Process: The Basic Steps: Design Direction SE 274 Chapter 9 Design in Motion: Design Brief: A Newaletter Design: Create It: Observed The Design Process: The Basic Steps: Design Direction Design of Design of Design Brief: A Newaletter Design: Create It: 2 Sketching Tough sketches (integral to the creative process). SE 274 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Design Journal Connection SE 274 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Design Journal Connection SE 275 Chapter 4 The Design Process: The Basic Steps: Comps SE 276 Chapter 4 The Design Process: The Basic Steps: Comps SE 277 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Design Directions SE 278 Chapter 4 The Design Process: The Basic Steps: Comps SE 279 Chapter 4 The Design Process: Design Brief: PSA Metaphor in Motion: Design Directions SE 270 Chapter 4 The Design Process: Design Brief: Songbook of Myself: Create It: 2 Sketching Design: Design Brief: PSA Metaphor in Motion: Design Design Directions SE 279 Chapter 4 The Design Process: Des					It: 4 Review and Revise/5 Create
Designer: Make a realistic budget 4. List practices used to schedule project workflow. 5. State the importance of obtaining approval/sign-off. 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. 5. State the importance of obtaining approval/sign-off. 5. State the importance of obtaining approval/sign-off. 5. State the importance of obtaining approval/sign-off. 5. State the importance of obtaining approval/sign off. 6. Adapter 4 The Design Process: The Basic Steps: Cespign Direct Newsletter Design. Create It 1. Obstained The Design Process. 6. State 11. Obstained The Design Process. 6. State 12. Obstained The Design Process.		1 5		190	
4. List practices used to schedule project workflow. 5E 306 Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Planning and Managing Projects TE 307 Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Freelance Graphic Designer. Teaching Tip 5. State the importance of obtaining approval/sign-off. 5E 120 Chapter 4 The Design Process: The Basic Steps: Client Review 5E 367 Handbook: Preparing for a Career in Graphic Design: Starting Your Career: Working with Clients and copy. 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. 5E 189-190 Chapter 6 Publications Design: Possign Brief: A Newsletter Design: Create It Chapter 4 The Design Process: The Basic Steps: Design Direction 8. Produce draft quality drawings, including thumbnail drawings and rough sketches (integral to the creative process). 5E 211 Chapter 7 Advertising Design Brief: PSA Metaphor in Motion: Design Journal Connection Segne Design Brief: Poster for a School Event: Create It: 2 Sketching Process: The Basic Steps: Comps 5E 210 Chapter 6 Publications Design: Design Brief: Poster for a School Event: Create It: 2 Sketching Design Control of Publications Design Brief: A Newsletter Design: Create It: 2 Sketching Process: The Basic Steps: Comps 5E 211 Chapter 7 Advertising Design Brief: Dust Communication: Before You Begin/Create It: 2 Research It: 1 Brainstorm 10. Brainstorm a design concept based on customer need and turget audience. 5E 211 Chapter 7 Advertising Design Brief: Design Brief: A Newsletter Design: Create It: 2 Sketching Process: The Basic Steps: Comps 5E 211 Chapter 7 Advertising Design Brief: Old Communication: Before You Begin/Create It: 1 Brainstorm 11. Demonstrate an understanding of operate identity including how braining affects consumer recognition. 5E 211 Chapter 8 The Design Process: Design Brief: Design Brief: A Newsletter Design: Check It 12. Demonstrate an understandin	-	a budget.	SE	307	
Designer: Planning and Managing Projects TE 307 Chapter 10 Working as a Greypic Designer: Working in Design: Working in Design: Working as a Freelance Graphic Designer: Teaching Tip SE 120 Chapter 4 The Design Process: The Basic Steps: Client Review 5E 307 Handbook Preparing for a Career in Graphic Design: Starting Your Career: Working with Clients 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. 5E 118 Chapter 4 The Design Process: The Basic Steps: Design Direction 5E 111 Chapter 4 The Design Process: The Basic Steps: Research: Finding Inspiration: Think Like a Designer 5E 274 Chapter 9 Design in Motion: Design Brief: A Newsletter Design: Oreate It 7. Advantain an ongoing sketch book/notebook. 5E 274 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Design Journal Connection 8. Produce draft quality drawings, including thumbnail drawings and rough sketches (integral to the creative process). 5E 211 Chapter 7 Advertising Design: Design Brief: PSA Metaphor in Motion: Design Journal Connection 7. Maintain an ongoing sketch book/notebook. 5E 211 Chapter 7 Advertising Design: Design Brief: PSA Metaphor in Motion: Design Journal Connection 8. Produce draft quality drawings, including thumbnail drawings and rough sketches (integral to the creative process). 5E 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 2 Sketching 9. Produce a comprehensive layout (integral to the creative process). 5E 211 Chapter 7 Advertising Design: Design Brief: Note for a School Event: Create It: 2 Sketching 10. Brainstorm a design concept based on customer need and target audience. 5E 211 Chapter 7 Advertising Design: Design Brief: A Newsletter Design: Create It: 2 Sketching 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how brain a start an understanding of corpora	-				
TE 307 Chapter 30 Working as a Graphic Designer: Working in Design: Working as a Freelance Graphic Designer: Teaching Tip Designer: Teaching Tip Fig. 367 Handbook: Preparing for a Career in Graphic Design: Starting Your Career: Working with Clients 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. 5E 189-190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It Chapter 4 The Design Process: The Basic Steps: Design Direction Designer SE 274 Chapter 9 Design in Motion: Design Brief: A Newsletter Design: Create It Designer SE 274 Chapter 9 Design in Motion: Design Brief: Songbook of Myself: Create It: 2 Sketching rough sketches (integral to the creative process). SE 211 Chapter 4 The Design Process: The Basic Steps: Research: Finding Inspiration: Think Like a Designer SE 274 Chapter 9 Design in Motion: Design Brief: Songbook of Myself: Create It: 2 Sketching rough sketches (integral to the creative process). SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 2 Sketching Process: The Basic Steps: Comps SE 211 Chapter 7 He Design Process: The Basic Steps: Comps SE 212 Chapter 6 Publications Design: Design Brief: Newsletter Design: Create It: 2 Sketching Process: The Basic Steps: Comps SE 213 Chapter 6 Publications Design: Design Brief: Newsletter Design: Create It: 2 Sketching Process: The Basic Steps: Comps SE 214 Chapter 7 Advertising Design: Design Brief: Newsletter Design: Create It: 2 Sketching Process: The Basic Steps: Comps SE 215 Chapter 6 Publications Design: Design Brief: Newsletter Design: Create It: 2 Sketching Process: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm 10. Brainstorm a design concept based on customer need and target audience. SE 213 Chapter 7 Advertising Design: Design Brief: Newsletter Design: Create It: 2 Sketching Process: Process Publications Design: Design Brief: Newsletter Design: Create It: 1 Brainstorm	ľ	4. List practices used to schedule project workflow.	SE	306	
Designer: Teaching Tip 5. State the importance of obtaining approval/sign-off. 5E 120 Chapter 4 The Design Process: The Basic Steps: Client Review 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. 5E 118 Chapter 4 The Design Process: The Basic Steps: Design Direction 8. Produce draft quality drawings, including thumbnail drawings and rough sketches (integral to the creative process). 5E 274 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Design Journal Connection 8. Produce a comprehensive layout (integral to the creative process). 5E 211 Chapter 7 Advertising Design: Design Brief: PSA Metaphor in Motion: Design Journal Connection 8. Produce a comprehensive layout (integral to the creative process). 5E 211 Chapter 7 Advertising Design: Design Brief: Songbook of Myself: Create It: 2 Sketching Chapter 4 The Design Process: The Basic Steps: Comps 5E 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 2 Sketching Chapter 4 The Design Process: The Basic Steps: Comps 5E 211 Chapter 7 Advertising Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions 10. Brainstorm a design concept based on customer need and target audience. 5E 211 Chapter 7 Advertising Design: Design Brief: Doster for a School Event: Create It: 2 Sketching Chapter 6 Publications Design: Design Brief: Obto Communication: Before You Begin/Create It: 2 Research 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 5E 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm 11. Demonstrate an understanding of corporate identity including how Secondary, and trainy colors in Chapter Secondary and proportion. 5E 212 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 5E 213 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 5E 214 Chapter 1 The Art					
5. State the importance of obtaining approval/sign-off. 5E 120 Chapter 4 The Design Process: The Basic Steps: Client Review 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. 8E 118 Chapter 4 The Design Process: The Basic Steps: Design Direction 8E 118 Chapter 4 The Design Process: The Basic Steps: Design Direction 8E 118 Chapter 4 The Design Process: The Basic Steps: Design Direction 8E 118 Chapter 4 The Design Process: The Basic Steps: Design Brief: A Newsletter Design: Create It 9E 111 Chapter 4 The Design Process: The Basic Steps: Design Brief: A Newsletter Design: Create It 10Experies a The Design Process: The Basic Steps: Design Brief: Sheeping Process: The Basic Steps: Design Brief: Poster for a School Event: Design Process: The Basic Steps: Design Brief: Poster for a School Event: Create It: 2 Sketching Process: Design Brief: Poster for a School Event: Create It: 2 Sketching Process: The Basic Steps: Design Brief: Poster for a School Event: Create It: 2 Sketching Process: The Basic Steps: Design Brief: Poster for a School Event: Create It: 2 Sketching Process: The Basic Steps: Design Brief: A Newsletter Design: Create It: 4 Design Directions Process: The Basic Steps: Design Brief: Design Brief: A Newsletter Design: Create It: 4 Design Directions Process: The Basic Steps: Design Brief: Design Brief: A Newsletter Design: Create It: 4 Design Directions Process: Design Brief: Design Brief: Design: Create It: 4 Design Directions Process: Design Brief: Design Brief: Design: Design Brief: A Newsletter Design: Create It: 1 Brainstorm 11. Demonstrate an understanding of the relationship between message, Set 138 Chapter 7 Advertising Design: Design Brief: Design: Frost For a School Event: Before You Begin/Create It: 1 Brainstorm 11. Demonstrate an understanding of corporate identity including how Set 149 Chapter 7 Brief: Design Process: Design Brief: A Newsletter Design: Create It: 1 Brainstorm 12. Explain color theory as it app			TE	307	
SE 367 Handbook: Preparing for a Career in Graphic Design: Starting Your Career: Working with Clients 6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. SE 189-190 Chapter 6 Publications Design: Design Brief: A NewSletter Design: Create It 11. Chapter 4 The Design Process: The Basic Steps: Design Direction SE 189-190 Chapter 6 Publications Design: Design Brief: A NewSletter Design: Create It 11. Chapter 4 The Design Process: The Basic Steps: Research: Finding Inspiration: Think Like a Designer SE 274 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Design Direction 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 2 Sketching Psa 2 Chapter 3 Image Creation for Design: Design Brief: A NewSletter Design: Create It: 2 Sketching Psa 2 Chapter 6 Publications Design: Design Brief: Poster for a School Event: Create It: 2 Sketching Psa 2 Chapter 6 Publications Design: Design Brief: Poster for a School Event: Create It: 2 Sketching Psa 2 Chapter 6 Publications Design: Design Brief: Poster for a School Event: Create It: 2 Sketching Psa 2 Chapter 6 Publications Design: Design Brief: Poster for a School Event: Pasign Directions Chapter 6 Publications Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Enainstorm a design concept based on customer need and target audience. SE 211 Chapter 7 Advertising Design: Design Brief: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm It: Brainstorm and Understanding of the relationship between message, SE 213 Chapter 2 Fadertity Design: Design Brief: Mensity Mix: Check It It: Brainstorm	-	5 Q d			
6. Demonstrate best practices in concept development including layout and copy. 7. Maintain an ongoing sketch book/notebook. 8. Produce draft quality drawings, including thumbnail drawings and rough sketches (integral to the creative process). 8. Produce a comprehensive layout (integral to the creative process). 9. Produce a comprehensive layout (integral to the creative process). 10. Brainstorm a design concept based on customer need and target audience. 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 16. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 17. Lidentify principles of design: contrast, unity, repetition, rhythm, see the decision of the proportion in the color. The proportion is an adversal of the proportion in the color. The proportion is an adversal of the proportion in the proportion is an adversal of the proportion in the proportion	-	5. State the importance of obtaining approval/sign-off.			
and copy. 7. Maintain an ongoing sketch book/notebook. 5E 189-190 (Chapter 4 The Design Process: The Basic Steps: Research: Finding Inspiration: Think Like a Designer. 5E 274 (Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Design Journal Connection. 8. Produce draft quality drawings, including thumbnail drawings and rough sketches (integral to the creative process). 5E 274 (Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Design Journal Connection. 8. Produce a comprehensive layout (integral to the creative process). 5E 211 (Chapter 3 Image Creation for Design: Design Brief: Poster for a School Event: Create It: 2 Sketching. 9. Produce a comprehensive layout (integral to the creative process). 5E 120 (Chapter 4 The Design Process: The Basic Steps: Comps. 10. Brainstorm a design concept based on customer need and target audience. 5E 163 (Chapter 5 Identity Design: Design Brief: Poster for a School Event: Create It: 2 Sketching. 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 5E 190 (Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 1) (Papter 7 The Art of Graphic Design: Elements of Art: Color, Value, and Light secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate a proportiae use of space (positive vs. negative; size and proportion). 16. Identify elements of design: ine, shape, form, space, texture, value, and color. 17. Identify principles of design: contra			SE	367	Handbook: Preparing for a Career in Graphic Design: Starting Your Career: Working with Clients
7. Maintain an ongoing sketch book/notebook. SE 111 Chapter 4 The Design Process: The Basic Steps: Research: Finding Inspiration: Think Like a Designer SE 274 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Design Journal Connection 8. Produce draft quality drawings, including thumbnail drawings and rough sketches (integral to the creative process). SE 211 Chapter 7 Advertising Design: Design Brief: Songbook of Myself: Create It: 2 Sketching Portugate It: 2 Sketching Portugate It: 2 Sketching Portugate It: 2 Sketching Portugate It: 2 Sketching Process: The Basic Steps: Comps Portugate It: 2 Sketching Process: The Basic Steps: Comps Portugate It: 2 Sketching Process: The Basic Steps: Comps Portugate It: 2 Sketching Process: The Basic Steps: Comps Process: The Basic Steps: The Art of Graphic Design: Elements of Art: Color, Value, and Light Process: The Basic Steps: Process: The Basic Steps: Process: The Basic Steps: Process: The Basic Steps: Process: The B	-	6. Demonstrate best practices in concept development including layout	SE	118	Chapter 4 The Design Process: The Basic Steps: Design Direction
Designer SE 274 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Design Journal Connection 8. Produce draft quality drawings, including thumbnail drawings and rough sketches (integral to the creative process). SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 2 Sketching 9. Produce a comprehensive layout (integral to the creative process). SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 2 Sketching 10. Brainstorm a design concept based on customer need and target audience. SE 120 Chapter 4 The Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and territary colors including how, and territary colors including he, saturation, and lightness. SE 35-39 Chapter 2 The Art of Graphic Design: Design Elements of Art: Color, Value, and Ught Secondary, and territary colors including humbnail drawings and color. SE 30-39 Chapter 2 The Art of Graphic Design: Design Elements of Art: Space proportion 16. Identify elements of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Chapter For Your Portfolio 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design: 18. Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 19. Chapter 2 The Art of Graphic Design: Chapter Sprinciples of Design: 10. Chapter 2 The Art of Graphic Design: Chapter Sprinciples of Design: 10. Chapter 2 The Art of Graphic Design: Chapter Sprinciples of Design: 10. Chapter 2 The Art of Graphic	:	and copy.	SE	189-190	Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It
8. Produce draft quality drawings, including thumbnail drawings and rough sketches (integral to the creative process). 9. Produce a comprehensive layout (integral to the creative process). 10. Brainstorm a design concept based on customer need and target audience. 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate an understanding of space (positive vs. negative; size and proportion). 16. Identify elements of design: line, shape, form, space, texture, value, and color. 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 274. Chapter 9 Design Indoton: Design Brief: Songbook of Myself: Create It: 2 Sketching Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 2 Sketching Process: The Basic Steps: Comps 285. 210. Chapter 7 Advertising Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions 286. 163. Chapter 5 Identity Design: Design Brief: Club Communication: Before You Begin/Create It: 2 Research 287. Chapter 7 Advertising Design: Design Brief: Club Communication: Before You Begin/Create It: 2 Sketching Process: Pesign Brief: A Newsletter Design: Create It: 4 Design Design: Design Brief: A Newsletter Design: Create It: 2 Sketching Process: Pesign Brief: A Newsletter Design: Check It: 1 Brainstorm 288. 140. Chapter 7 Advertising Design: Design Brief: A Newsletter Design: Check It: 2 Sketching Process: Pesign Brief: A Newsletter Design: Check It: 2 Sketching Process: Pesign Brief: A Newsletter Design: Check It: 2 Sketching Process: Pesign Brief: A Newsletter Design: Check It: 2 Sketching Process: Pesign Brief: A Ne	7	7. Maintain an ongoing sketch book/notebook.	SE	111	Chapter 4 The Design Process: The Basic Steps: Research: Finding Inspiration: Think Like a
8. Produce draft quality drawings, including thumbnail drawings and rough sketches (integral to the creative process). 5E 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 2 Sketching Process: The Basic Steps: Comps SE 120 Chapter 4 The Design Process: The Basic Steps: Comps Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions Process: The Basic Steps: Comps Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions Process: The Basic Steps: Comps Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions Process: The Basic Steps: Comps Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 2 Research Process: Design Brief: Design Brief: Design: Design Brief: Design: Create It: 2 Research Process: Design Brief: Design: Design: Design Brief: Design: Desi					Designer
rough sketches (integral to the creative process). SE 211 Chapter 7 Advertising Design Brief: Poster for a School Event: Create It: 2 Sketching 9. Produce a comprehensive layout (integral to the creative process). SE 120 Chapter 4 The Design Process: The Basic Steps: Comps 10. Brainstorm a design concept based on customer need and target audience. SE 163 Chapter 5 Identity Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. SE 190 Chapter 6 Publications Design: Design Brief: Identifying My Mix: Check It 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Check It 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. SE 190 Chapter 5 Identity Design: Symbols and Logos: Try It 13. Explains color theory as it applies to design: additive, subtractive, SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 35-39 Chapter 2 The Art of Graphic Design: Design Design Principles of Design: Proportion 16. Identify elements of design: line, shape, form, space, texture, value, and color. SE 40-49 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design			SE	274	Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Design Journal Connection
rough sketches (integral to the creative process). SE 211 Chapter 7 Advertising Design Brief: Poster for a School Event: Create It: 2 Sketching 9. Produce a comprehensive layout (integral to the creative process). SE 120 Chapter 4 The Design Process: The Basic Steps: Comps 10. Brainstorm a design concept based on customer need and target audience. SE 163 Chapter 5 Identity Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. SE 190 Chapter 6 Publications Design: Design Brief: Identifying My Mix: Check It 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Check It 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. SE 190 Chapter 5 Identity Design: Symbols and Logos: Try It 13. Explains color theory as it applies to design: additive, subtractive, SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 35-39 Chapter 2 The Art of Graphic Design: Design Design Principles of Design: Proportion 16. Identify elements of design: line, shape, form, space, texture, value, and color. SE 40-49 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design					
SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 2 Sketching 9. Produce a comprehensive layout (integral to the creative process). SE 120 Chapter 4 The Design Process: The Basic Steps: Comps SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions 10. Brainstorm a design concept based on customer need and target audience. SE 163 Chapter 5 Identity Design: Design Brief: Club Communication: Before You Begin/Create It: 2 Research SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 2 Research 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. SE 190 Chapter 6 Publications Design Brief: Poster for a School Event: Before You Begin/Create It: 2 Research 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. SE 190 Chapter 6 Publications Design Process: Design Brief: A Newsletter Design: Check It 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. SE 190 Chapter 5 Identity Design: Symbols and Logos: Try It Chapter 5 Identity Design: Symbols and Logos: Try It Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 13. Explain color theory as it applies to design: additive, subtractive, SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light CMYK, RGB, and Web safe. SE 94 3 Image Creation for Design: Managing Images: Color Processes 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. SE 91 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 94 Chapter 2 The Art of Graphic Design: Proportion 15. Lientify elements of design: Ine, s			SE	99	Chapter 3 Image Creation for Design: Design Brief: Songbook of Myself: Create It: 2 Sketching
9. Produce a comprehensive layout (integral to the creative process). SE 120 Chapter 4 The Design Process: The Basic Steps: Comps Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions 10. Brainstorm a design concept based on customer need and target audience. SE 163 Chapter 5 Identity Design: Design Brief: Club Communication: Before You Begin/Create It: 2 Research SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. SE 190 Chapter 6 Publications Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm SE 190 Chapter 7 Advertising Design: Design Brief: A Newsletter Poster You Begin/Create It: 1 Brainstorm 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light Secondary, and tertiary colors including hue, saturation, and lightness. SE 35-39 Chapter 2 The Art of Graphic Design: Design Funciples of Design: Proportion 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). SE 36-39 Chapter 2 The Art of Graphic Design: Elements of Art: Space Proportion SE 48 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 16. Identify elements of design: line, shape, form, space, texture, value, and color. SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design: Principles of Design: Principles of Design: Proportion 17. Identify principles of design: contrast, unity, repetition, rhythm,	1	rough sketches (integral to the creative process).			
SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions 10. Brainstorm a design concept based on customer need and target audience. SE 163 Chapter 5 Identity Design: Design Brief: Club Communication: Before You Begin/Create It: 2 Research SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. SE 149 Chapter 6 Publications Design: Design Brief: Club Communication: Before You Begin/Create It: 2 Research SE 211 Chapter 7 Advertising Design: Design Brief: Identifying My Mix: Check It Chapter 6 Publications Design: Design Brief: A Newsletter Design: Check It SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Check It SE 190 Chapter 6 Publications Design Brief: A Newsletter Design: Check It SE 190 Chapter 6 Publications Design Brief: A Newsletter Design: Check It SE 190 Chapter 6 Publications Design Brief: A Newsletter Design: Check It SE 190 Chapter 6 Publications Design Brief: A Newsletter Design: Check It SE 190 Chapter 6 Publications Design Prosers Design Brief: A Newsletter Design: Check It SE 190 Chapter 5 Identity Design: Design Brief: A Newsletter Design: Check It SE 149 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art SE 149 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 190 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion SE 190 Chapter 2 The Art of Graphic Design: Elements of Art: Space Proportion Design: Elements of Art: Space SE 190 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion SE 190 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion SE 190 Chapter 2 The Art of Graphic Design: Principles of Design					Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 2 Sketching
10. Brainstorm a design concept based on customer need and target audience. SE 163 Chapter 5 Identity Design: Design Brief: Club Communication: Before You Begin/Create It: 2 Research Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). 16. Identify elements of design: line, shape, form, space, texture, value, and color. 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 163 Chapter 5 Identity Design: Design Brief: Club Communication: Before You Begin/Create It: 2 Research Chapter 5 Identity Design: Design Brief: Club Communication: Before You Begin/Create It: 2 Research 13. Chapter 4 The Design Process: Design Brief: Club Communication: Before You Begin/Create It: 2 Research 14. Demonstrate an understanding of the relationship between message, to Lapter 5 Identity Design: Chapter Review: Recall/Writing About Art SE 149 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art SE 169 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art SE 169 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art SE 169 Chapter 5 Identity Design: Managing Images: Color, Value, and Light SE 25-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 25-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 25 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion 16. Identify elements		9. Produce a comprehensive layout (integral to the creative process).			·
Research SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). 16. Identify elements of design: line, shape, form, space, texture, value, and color. 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm Chapter 4 The Design Process: Design Brief: Identifying My Mix: Check It SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Check It Chapter 5 Identity Design: Symbols and Logos: Try It Chapter 5 Identity Design: Symbols and Logos: Try It Chapter 5 Identity Design: Symbols and Logos: Try It Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 169 Chapter 2 The Art of Graphic Design: Belements of Art: Color, Value, and Light SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Space SE 35-39 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art: Space SE 30-39 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 16. Identify principles of design: contrast, unity, repetition, rhythm, SE 30-39 Chapter 2 The Art of Graphic Design: Principles of Design: SE 31-38 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio SE 31-39 Chapter 2 The Art of Graphic Design: Principles of Design			SE	190	Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 4 Design Directions
Research SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). 16. Identify elements of design: line, shape, form, space, texture, value, and color. 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm 18. Chapter 4 The Design Process: Design Brief: A Newsletter Design: Check It SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Check It SE 190 Chapter 5 Identity Design: Symbols and Logos: Try It Chapter 5 Identity Design: Symbols and Logos: Try It Chapter 5 Identity Design: Symbols and Logos: Try It SE 169 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 35-39 Chapter 2 The Art of Graphic Design: Belments of Art: Color, Value, and Light SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Space SE 36 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion 16. Identify principles of design: contrast, unity, repetition, rhythm, SE 30-39 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio Chapter 2 The Art of Graphic Design: Principles of Design: Principles o	-	10 Durington, and a large support	CE	162	Charles F. Idantita Decima Decima Drief Club Communication Defens Voy Benin/Create It. 2
SE 211 Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Before You Begin/Create It: 1 Brainstorm 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). 16. Identify elements of design: chapter a Vour Begin/Create It: 1 Brainstorm 17. Identify principles of design: Princi			SE	103	
It: 1 Brainstorm 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). 16. Identify elements of design: contrast, unity, repetition, rhythm, 11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Chapter 1 The Design Process: Design Brief: Identifying My Mix: Check It 13. Chapter 5 Identity Design: Symbols and Logos: Try It 14. Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 15. Lapter 1 The Art of Graphic Design: Elements of Art: Color, Value, and Light 16. Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light 17. Identify principles of design: contrast, unity, repetition, rhythm, 18. It: 1 Brainstorm 18. Chapter 4 The Design Process: Design Brief: Identifying My Mix: Check It 19. Chapter 5 Identity Design: Symbols and Logos: Try It 14. Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 14. Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light 15. Demonstrate an understanding of color theory by describing primary, and tertiary colors including hue, saturation, and lightness. 16. Chapter 2 The Art of Graphic Design: Elements of Art: Space 17. Identify principles of design: contrast, unity, repetition, rhythm, 18. It: 1 Brainstorm 19. Chapter 4 The Design Process: Design Process: Design Principles of Design: Chapter Review: For Your Portfolio 18. Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 19. Chapter 2 The Art of Graphic Design: Princi		audiciice.	CE	211	
11. Demonstrate an understanding of the relationship between message, color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). 16. Identify elements of design: contrast, unity, repetition, rhythm, 17. Identify principles of design: contrast, unity, repetition, rhythm, 18. Chapter 4 The Design Process: Design Brief: Identifying My Mix: Check It 19. Chapter 6 Publications Design: Design Brief: A Newsletter Design: Check It 19. Chapter 5 Identity Design: Symbols and Logos: Try It 19. Chapter 5 Identity Design: Symbols and Logos: Try It 19. Chapter 5 Identity Design: Symbols and Logos: Try It 19. Chapter 6 Publications Design: Symbols and Logos: Try It 19. Chapter 7 Identify Design: Chapter Review: Recall/Writing About Art 11. Demonstrate an understanding of color theory by describing primary, and Image Creation for Design: Elements of Art: Color, Value, and Light SE 19. Chapter 2 The Art of Graphic Design: Elements of Art: Space 19. Chapter 2 The Art of Graphic Design: Principles of Design: Proportion 10. Identify principles of design: contrast, unity, repetition, rhythm, 10. Identify principles of design: contrast, unity, repetition, rhythm,			JL	211	
color, typography, images, and layout. 12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). 16. Identify elements of design: line, shape, form, space, texture, value, and color. 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Check It 149 Chapter 5 Identity Design: Symbols and Logos: Try It 169 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 169 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 169 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 169 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 170 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 180 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light Secondary and tertiary colors including hue, saturation, and lightness. 180 SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light Secondary and tertiary colors including hue, saturation, and lightness. 190 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion 191 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 192 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 193 Chapter 2 The Art of Graphic Design: Principles of Design: P	ŀ	11 Demonstrate an understanding of the relationship between message	SF	138	
12. Demonstrate an understanding of corporate identity including how branding affects consumer recognition. 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). 16. Identify elements of design: line, shape, form, space, texture, value, and color. 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 149 Chapter 5 Identity Design: Symbols and Logos: Try It SE 169 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 35-39 Chapter 2 The Art of Graphic Design: Blements of Art: Color, Value, and Light SE 35-39 Chapter 2 The Art of Graphic Design: Design Fundamentals: Color and Value SE 32 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion SE 30-39 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion 16. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 36-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 36-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 36-39 Chapter 2 The Art of Graphic Design: Chapter Principles of Design: Proportion SE 37-39 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio Chapter 2 The Art of Graphic Design: Principles of Design: Principles					
branding affects consumer recognition. SE 169 Chapter 5 Identity Design: Chapter Review: Recall/Writing About Art 13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 94 3 Image Creation for Design: Managing Images: Color Processes 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. SE 95-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 91 Chapter 3 Image Creation for Design: Design Fundamentals: Color and Value 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). SE 92 Chapter 2 The Art of Graphic Design: Elements of Art: Space Proportion SE 48 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion 16. Identify elements of design: line, shape, form, space, texture, value, and color. SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art SE 30-39 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion 16. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design					, , , , , , , , , , , , , , , , , , , ,
13. Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe. 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). 16. Identify elements of design: line, shape, form, space, texture, value, and color. 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 35-39 Chapter 2 The Art of Graphic Design: Design Fundamentals: Color and Value SE 32 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art: Space SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art Space SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art Sec 30-39 Chapter 2 The Art of Graphic Design: Elements of Art Sec 30-39 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio SE 30-49 Chapter 2 The Art of Graphic Design: Principles of Design: Principles of Design					1 7 5 1
CMYK, RGB, and Web safe. SE 94 3 Image Creation for Design: Managing Images: Color Processes 14. Demonstrate an understanding of color theory by describing primary, secondary, and tertiary colors including hue, saturation, and lightness. SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 91 Chapter 3 Image Creation for Design: Design Fundamentals: Color and Value SE 32 Chapter 2 The Art of Graphic Design: Elements of Art: Space Proportion). SE 48 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion 16. Identify elements of design: line, shape, form, space, texture, value, and color. SE 30-39 Chapter 2 The Art of Graphic Design: Principles of Art SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art SE 61 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design					
14. Demonstrate an understanding of color theory by describing primary, SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light secondary, and tertiary colors including hue, saturation, and lightness. 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). 16. Identify elements of design: line, shape, form, space, texture, value, and color. 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 35-39 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light SE 91 Chapter 3 Image Creation for Design: Design Fundamentals: Color and Value SE 32 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art Space Chapter 2 The Art of Graphic Design: Elements of Art Space SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art Space Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design					· · · · · · · · · · · · · · · · · · ·
secondary, and tertiary colors including hue, saturation, and lightness. SE 91 Chapter 3 Image Creation for Design: Design Fundamentals: Color and Value 15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). SE 48 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion 16. Identify elements of design: line, shape, form, space, texture, value, and color. SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art SE 61 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design					
15. Demonstrate appropriate use of space (positive vs. negative; size and proportion). SE 32 Chapter 2 The Art of Graphic Design: Elements of Art: Space SE 48 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion 16. Identify elements of design: line, shape, form, space, texture, value, and color. SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art SE 61 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design					
proportion). SE 48 Chapter 2 The Art of Graphic Design: Principles of Design: Proportion 16. Identify elements of design: line, shape, form, space, texture, value, and color. SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design					
16. Identify elements of design: line, shape, form, space, texture, value, and color. SE 30-39 Chapter 2 The Art of Graphic Design: Elements of Art Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design					
and color. SE 61 Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio 17. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design	ľ	16. Identify elements of design: line, shape, form, space, texture, value,			
17. Identify principles of design: contrast, unity, repetition, rhythm, SE 40-49 Chapter 2 The Art of Graphic Design: Principles of Design				61	
		17. Identify principles of design: contrast, unity, repetition, rhythm,			
			SE	61	Chapter 2 The Art of Graphic Design: Chapter Review: For Your Portfolio

I. Production	1. List procedures used to ensure proper execution of a production plan	SE	135-136	Chapter 4 The Design Process: The Path to a Final Product
Practices	include keeping time log.	SE	306-307	Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Freelance Graphic
				Designer
	2. Demonstrate various United States Postal Service (USPS) design	TE	153	Chapter 5 Identity Design: Stationery: Links
	constraints and provide resources for more information on USPS	SE	207	Chapter 7 Advertising Design: Direct Mail
	3. Demonstrate various electronic media design platforms.	SE	186-187	Chapter 6 Publications Design: How to Set Up and Use Style Sheets
		SE	261-263	Chapter 9 Design in Motion: Computer-Based Animation
	4. Describe techniques used to monitor, review, and adjust production	SE	122	Chapter 4 The Design Process: The Basic Steps: Last Steps
	schedule as necessary to meet quality standards.	SE	135-136	Chapter 4 The Design Process: The Path to a Final Product
	5. Choose appropriate design software applications to create art for end	SE	99	Chapter 3 Image Creation for Design: Design Brief: Songbook of Myself: Create It: 5 Create
	use.	SE	164	Chapter 5 Identity Design: Design Brief: Club Communication: Create It: 6 Create
		SE	213	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Rubric
	elements of style and design.	SE	317	Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project: Rubric
	7. Demonstrate appropriate editing, proofing (spelling/grammar), and	SE	190	Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 6 Create
	journalism skills.	SE	230-231	Chapter 8 Information and Experience Design: How to Create Effective Infographics
	8. Demonstrate procedures to prepare work for presentation (mounting, craftsmanship, digital portfolio).	TE	100	Chapter 3 Image Creation for Design: Design Brief: Songbook of Myself: Display
		SE	288-290	Chapter 10 Working as a Graphic Designer: Presenting Yourself and Your Work: Portfolios
	9. Critique a layout to determine if it meets the customer's needs, and suggest improvements.	SE	212	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 4 Review and Revise
		TE	20	Chapter 1 What Is Graphic Design?: Design in a Nutshell: 4 Present a Direction: Teaching Tip/Design Critique/Meeting Individual Student Needs
	10. Collaborate with others to design and produce a finished project.	SE	163-165	Chapter 5 Identity Design: Design Brief: Club Communication
		SE	315-317	Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project
	11. Utilize the critique and refinement strategy as part of the design process to achieve project goals.	SE	212	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 4 Review and Revise
		SE	238	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Create It: 4 Review and Revise
	12. Evaluate the work of others, drawing on design principles and project	SE	18	Chapter 1 What Is Graphic Design?: How to Give and Receive Feedback
	goals, to provide clear, specific, and constructive feedback.	SE	138	Chapter 4 The Design Process: Design Brief: Identifying My Mix: Check It
	13. Perform proportionate reasoning to estimate quantities, such as	SE	190	Chapter 6 Publications Design: Design Brief: A Newsletter Design: Check It
	determining the appropriate scale of an image for a given sheet size.	SE	237	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Create It: 2 Sketching
	14. Recognize and utilize size, weight, quantities, type, and amount of	TE	190	Chapter 6 Publications Design: Design Brief: A Newsletter Design: Design Extension
	paper necessary for fulfilling a job order.	SE	363	Handbook: Prepress and Printing Basics: Paper
J. Photographic	Distinguish between digital and conventional photography.	SE	83	Chapter 3 Image Creation for Design: Photography: How Photography Works
Principles		SE	84	Chapter 3 Image Creation for Design: Photography: Using a Digital Camera
	2. Utilize design elements and apply photographic composition	SE	87-89	Chapter 3 Image Creation for Design: Photography: Composition
	techniques (e.g., rule of thirds, point-of-view, framing).	TE	89	Chapter 3 Image Creation for Design: Photography: Composition: Rule of Thirds: Teaching Tip/Design Aesthetics
	3. Capture digital images using a scanner and other digital devices.	SE	90	Chapter 3 Image Creation for Design: Photography: Lenses: Try It
		SE	133	Chapter 4 The Design Process: Design Components: Images: Scans: Try It
	4. Demonstrate appropriate scanner/program operations for line artwork and continuous tone in both black/white and color.	TE	55	Chapter 2 The Art of Graphic Design: Design Brief: A Simple Story: Capturing a Classic with Minimalism: Materials (TE)
	and continuous tone in both black/white and color.	1		

	5. Identify high/low resolution images and describe the uses of each.	SE	84	Chapter 3 Image Creation for Design: Photography: Using a Digital Camera: Pixels, Megapixels, and Resolution
		SE	86	Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Workflow
	6. Download/upload a digital image from various sources.	SE	87	Chapter 3 Image Creation for Design: Images and Ethics: Copyright: Try It
		SE	98	Chapter 3 Image Creation for Design: Images and Ethics: Licensing: Try It
	7. Scale and transform images proportionally (maintain aspect ratio) using the proper settings in order to maintain the appropriate resolution	SE	92	Chapter 3 Image Creation for Design: Managing Images: Image File Formats: Raster and Vector Images
f 8	for output.	SE	190	Chapter 6 Publications Design: Design Brief: A Newsletter Design: Check It
	8. Apply camera modes, light and color principles, image stabilization,	SE	83	Chapter 3 Image Creation for Design: Photography: How Photography Works
	exposure, shutter speed, and aperture.	SE	88	Chapter 3 Image Creation for Design: Photography: Composition: Viewpoint and Timing: Think Like a Designer
	9. Describe file storage in memory cards and estimate the number of photographs a memory card can hold based on the resolution of the	SE	85	Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Formats: JPEG, TIFF, and RAW
	photographs and other factors (e.g., fine, large, megapixels, raw, etc.).	SE	93	Chapter 3 Image Creation for Design: Managing Images: Image File Formats: Raster and Vector Images
	10. Define and explain white balance, positive and negative space, depth	SE	83	Chapter 3 Image Creation for Design: Photography: How Photography Works
	of field, and shutter speed.	SE	87	Chapter 3 Image Creation for Design: Photography: Composition: Subject and Setting
	11. Read and interpret instructional narratives, such as technical manuals, to perform basic photographic techniques.	SE	83	Chapter 3 Image Creation for Design: Photography: How Photography Works
		SE	84	Chapter 3 Image Creation for Design: Photography: Using a Digital Camera: Pixels, Megapixels, and Resolution
K. Document	1. Define and utilize units of measure and proper uses of each (e.g.,	SE	127	Chapter 4 The Design Process: How to Design with Type
Layout: Adobe	points, pixels, and/or inches).	SE	136	Chapter 4 The Design Process: The Path to a Final Product: Many Design Outcomes: Note It
InDesign	2. Import copy from a word processing program and format in a page	TE	176	Chapter 6 Publications Design: Books: Digital Book Design: Teaching Tip
	layout program.	SE	190	Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 6 Create
	3. Set text with appropriate margins, alignment, formatting, gutters, and	SE	127	Chapter 4 The Design Process: How to Design with Type
	proper leading.	SE	181	Chapter 6 Publications Design: Design Notes: Anatomy of a Magazine Article
	4. Design and produce a document using desired fonts, styles, margins,	SE	186-187	Chapter 6 Publications Design: How to Set Up and Use Style Sheets
	indents, tabs, and colors.	SE		Chapter 6 Publications Design: Design Brief: A Newsletter Design
	5. Create multiple page documents using text blocks, graphics, frames,	SE		Chapter 6 Publications Design: How to Set Up and Use Style Sheets
	and headings using drop caps and wrap-a-rounds (run-a-rounds).	SE		Chapter 6 Publications Design: Design Brief: A Newsletter Design
	6. Create documents using grids, templates, master pages, paragraph	SE	185	Chapter 6 Publications Design: Annual Reports: Teaching Tip
	style sheets, and character style sheets.	SE		Chapter 6 Publications Design: How to Set Up and Use Style Sheets
	7. Determine appropriate size, resolution, and format of images before	SE	85-86	Chapter 3 Image Creation for Design: Photography: Format and Workflow
	placing, embedding, and/or linking into a document.	SE	92-93	Chapter 3 Image Creation for Design: Managing Images
	8. Perform pre-flight, package, and compress files to transport to third party. Identify and resolve problems that may occur including resolution,	TE		Chapter 4 The Design Process: The Path to a Final Product: Teaching Tips
	overset text, missing fonts, missing graphics, number of inks, etc.	SE	359	Handbook: Prepress and Printing Basics: Prepress/Preparing Final Digital Files
	9. Export print-ready Portable Document Format (PDF) using page	TE	136	Chapter 4 The Design Process: The Path to a Final Product: Teaching Tips
	layout software.	SE	359	Handbook: Prepress and Printing Basics: Prepress/Preparing Final Digital Files
	10. Identify trim size, bleed size, and live area of a project.	SE	174	Chapter 6 Publications Design: Books: Try It
	11.72	SE	182	Chapter 6 Publications Design: Design History: Magazine Design: Vogue
	11. Demonstrate having a plan by creating a dummy and impose a	SE	130	Chapter 4 The Design Process: How to Use Dummy Type
	multiple-page document.	SE	359	Handbook: Prepress and Printing Basics: Imposition
	12. Locate examples of ad sizes from publications (full-page, half-page,	SE	203	Chapter 7 Advertising Design: Space Ads
	and quarter-page ads).	SE	205-206	Chapter 7 Advertising Design: How to Design Effective Banner Ads

13. Demonstrate an understanding of native file formats and file extensions (e.g., ai, jpg, psd, gif, png, indd, pdf, etc.), file organization, and file naming conventions. 14. Demonstrate an understanding of usability. 15. Demonstrate image/file conversions such as but not limited to CMYK process printing, RGB, and various color matching systems. 16. Demonstrate knowledge of spell check and proofreaders marks in order to proofread, edit, and make corrections/adjustments to copy. 17. Produce digital files using appropriate dots per inch (PPI) resolution for media. 18. Apply mathematics concepts and measurement techniques to design and finish layouts (e.g., converting fractions to decimals to the precision of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) 18. Incorporate the use of image manipulation and illustration software into final products. SE 92-93 Chapter 3 Image Creation for Design: Managing Images: Archiving 178 Chapter 6 Publications Design: Design Basics Color Printing 178 Chapter 3 Image Creation for Design: Managing Images: Archiving 178 Chapter 6 Publications Design: Managing Images: Archiving 189 Chapter 6 Publications Design: Managing Images: Archiving 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 6 Chapter 10 Working as a Graphic Design: How to Develop Your Résumé: Try Incorporate dots per inch (PPI) and pixels 190 Chapter 1 Working as a Graphic Design: Photography: Format and Workflow: Image Creation for Design: Photography: Format and Workflow: Image Chapter 2 Identity Design: Graphics for Three-Dimensional Packaging: Template Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Creation for Design: Design Brief: A Newsletter Design: Create It: 5 Creating Files and Consistency: Try It (TE) 180 Chapter 4 The Design Process: Design Brief: A Newsletter Design: Create It: 5 Creating Files A	create t Classic with ge Workflow
and file naming conventions. 14. Demonstrate an understanding of usability. 15. Demonstrate image/file conversions such as but not limited to CMYK process printing, RGB, and various color matching systems. 16. Demonstrate knowledge of spell check and proofreaders marks in order to proofread, edit, and make corrections/adjustments to copy. 17. Produce digital files using appropriate dots per inch (PPI) resolution for media. 18. Apply mathematics concepts and measurement techniques to design and finish layouts (e.g., converting fractions to decimals to the precision of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) 19. Incorporate the use of image manipulation and illustration software SE 176 Chapter 6 Publications Design: Books: Digital Book Design: Think Like a Designe TE 178 Chapter 6 Publications Design: Newspapers: Style and Consistency: Try It (TE) SE 94 Chapter 3 Image Creation for Design: Managing Images: Archiving Mix Like a Designe Think Like a Designe Tend Chapter 6 Publications Design: Newspapers: Style and Consistency: Try It (TE) SE 94 Chapter 3 Image Creation for Design: Managing Images: Color Processes CMYK process printing, RGB, and various color matching systems. SE 94 Chapter 3 Image Creation for Design: Design Brief: A Newsletter Design: Create It: 6 Chapter 10 Working as a Graphic Design: Photography: Format and Workflow: Image Minimalism: Teaching Tips SE 86 Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Chapter 5 Identity Design: Graphics for Three-Dimensional Packaging: Template 10 Chapter 4 The Design Process: The Basic Steps: Research: Design Extension utilizing rulers and guidelines.)	create t Classic with ge Workflow
TE 178 Chapter 6 Publications Design: Newspapers: Style and Consistency: Try It (TE) 15. Demonstrate image/file conversions such as but not limited to CMYK process printing, RGB, and various color matching systems. 16. Demonstrate knowledge of spell check and proofreaders marks in order to proofread, edit, and make corrections/adjustments to copy. 17. Produce digital files using appropriate dots per inch (DPI) and pixels per inch (PPI) resolution for media. SE 292 Chapter 10 Working as a Graphic Design: Design Brief: A Simple Story: Capturing a Minimalism: Teaching Tips SE 292 Chapter 2 The Art of Graphic Design: Design Brief: A Simple Story: Capturing a Minimalism: Teaching Tips SE 292 Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image 18. Apply mathematics concepts and measurement techniques to design and finish layouts (e.g., converting fractions to decimals to the precision of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) TE 110 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Cre Try It (TE) Chapter 3 Image Creation for Design: Managing Images: Color Processes SE 360 Handbook: Prepress and Printing Basics: Color Printing Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 6 Color Processes SE 292 Chapter 10 Working as a Graphic Design: Design Brief: A Simple Story: Capturing a Minimalism: Teaching Tips SE 86 Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Chapter 5 Identity Design: Graphics for Three-Dimensional Packaging: Template Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Create It	create t Classic with ge Workflow
15. Demonstrate image/file conversions such as but not limited to CMYK process printing, RGB, and various color matching systems. 16. Demonstrate knowledge of spell check and proofreaders marks in order to proofread, edit, and make corrections/adjustments to copy. 17. Produce digital files using appropriate dots per inch (DPI) and pixels per inch (PPI) resolution for media. 18. Apply mathematics concepts and measurement techniques to design and finish layouts (e.g., converting fractions to decimals to the precision of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) 19. Incorporate the use of image manipulation and illustration software SE 94 Chapter 3 Image Creation for Design: Managing Images: Color Processes SE 360 Handbook: Prepress and Printing Basics: Color Printing Chapter 6 Publications Design Brief: A Newsletter Design: Create It: 6 Chapter 10 Working as a Graphic Design Brief: A Simple Story: Capturing a Minimalism: Teaching Tips SE 86 Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Chapter 5 Identity Design: Graphics for Three-Dimensional Packaging: Template Chapter 5 Identity Design Process: The Basic Steps: Research: Design Extension TE 110 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Create It	t Classic with ge Workflow
CMYK process printing, RGB, and various color matching systems. 16. Demonstrate knowledge of spell check and proofreaders marks in order to proofread, edit, and make corrections/adjustments to copy. 17. Produce digital files using appropriate dots per inch (PPI) and pixels per inch (PPI) resolution for media. 18. Apply mathematics concepts and measurement techniques to design and finish layouts (e.g., converting fractions to decimals to the precision of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) 19. Incorporate the use of image manipulation and illustration software SE 360 Handbook: Prepress and Printing Basics: Color Printing Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 6 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé: Try II 56 Chapter 2 The Art of Graphic Design: Design Brief: A Simple Story: Capturing a Minimalism: Teaching Tips 57 Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Chapter 5 Identity Design: Graphics for Three-Dimensional Packaging: Template Chapter 4 The Design Process: The Basic Steps: Research: Design Extension TE 110 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 C	t Classic with ge Workflow
16. Demonstrate knowledge of spell check and proofreaders marks in order to proofread, edit, and make corrections/adjustments to copy. 17. Produce digital files using appropriate dots per inch (DPI) and pixels per inch (PPI) resolution for media. 18. Apply mathematics concepts and measurement techniques to design and finish layouts (e.g., converting fractions to decimals to the precision of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) 19. Incorporate the use of image manipulation and illustration software SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 6 Chapter 10 Working as a Graphic Design: Plow to Develop Your Résumé: Try Inches It is 6 Chapter 2 The Art of Graphic Design: Design Brief: A Newsletter Design: Create It: 6 Chapter 2 The Art of Graphic Design: Design Brief: A Newsletter Design: Create It: 6 Chapter 2 The Art of Graphic Design: Design Brief: A Newsletter Design: Create It: 6 Chapter 2 The Art of Graphic Design: Design Brief: A Newsletter Design: Create It: 6 Chapter 2 The Art of Graphic Design: Design Brief: A Newsletter Design: Create It: 6 Chapter 2 The Art of Graphic Design: Design Brief: A Simple Story: Capturing a Minimalism: Teaching Tips SE 86 Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Chapter 5 Identity Design: Graphics for Three-Dimensional Packaging: Template Chapter 5 Identity Design: Graphics for Three-Dimensional Packaging: Template Chapter 4 The Design Process: The Basic Steps: Research: Design Extension TE 110 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Create It: 6 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Create It: 6 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Create It: 6 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Create It: 6 Chapter 4 The Design: Design Brief: Ident	t Classic with ge Workflow
order to proofread, edit, and make corrections/adjustments to copy. 17. Produce digital files using appropriate dots per inch (DPI) and pixels per inch (PPI) resolution for media. 18. Apply mathematics concepts and measurement techniques to design and finish layouts (e.g., converting fractions to decimals to the precision of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) 19. Incorporate the use of image manipulation and illustration software SE 292 Chapter 10 Working as a Graphic Designe: How to Develop Your Résumé: Try I' Chapter 2 The Art of Graphic Design: Design Brief: A Simple Story: Capturing a Minimalism: Teaching Tips SE 86 Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Chapter 5 Identity Design: Graphics for Three-Dimensional Packaging: Template Chapter 4 The Design Process: The Basic Steps: Research: Design Extension Unitary Process: Design Brief: Identifying My Mix: Create It: 5 Crea	t Classic with ge Workflow
17. Produce digital files using appropriate dots per inch (DPI) and pixels per inch (PPI) resolution for media. TE 56 Chapter 2 The Art of Graphic Design: Design Brief: A Simple Story: Capturing a Minimalism: Teaching Tips SE 86 Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image and finish layouts (e.g., converting fractions to decimals to the precision of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) TE 110 Chapter 4 The Design Process: The Basic Steps: Research: Design Extension United SE 136 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Create It:	Classic with ge Workflow
per inch (PPI) resolution for media. Minimalism: Teaching Tips SE 86 Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image 18. Apply mathematics concepts and measurement techniques to design and finish layouts (e.g., converting fractions to decimals to the precision of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) SE 156 Chapter 5 Identity Design: Graphics for Three-Dimensional Packaging: Template 2. The Design Process: The Basic Steps: Research: Design Extension 2. The Design Process: Design Brief: Identifying My Mix: Create It: 5 C	ge Workflow
18. Apply mathematics concepts and measurement techniques to design and finish layouts (e.g., converting fractions to decimals to the precision of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) 19. Incorporate the use of image manipulation and illustration software 156 Chapter 5 Identity Design: Graphics for Three-Dimensional Packaging: Template Chapter 4 The Design Process: The Basic Steps: Research: Design Extension Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5	
18. Apply mathematics concepts and measurement techniques to design and finish layouts (e.g., converting fractions to decimals to the precision of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) 19. Incorporate the use of image manipulation and illustration software SE 156 Chapter 5 Identity Design: Graphics for Three-Dimensional Packaging: Template Chapter 4 The Design Process: The Basic Steps: Research: Design Extension Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Create	
of 1/16 of an inch, working with different measurement units, and utilizing rulers and guidelines.) TE 110 Chapter 4 The Design Process: The Basic Steps: Research: Design Extension Utilizing rulers and guidelines.) 19. Incorporate the use of image manipulation and illustration software SE 136 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Create I	
utilizing rulers and guidelines.) 19. Incorporate the use of image manipulation and illustration software SE 136 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Cre	
into final products SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 6 C	ate
The final products.	reate
L. Image Creation 1. Define raster graphics. SE 92-93 Chapter 3 Image Creation for Design: Managing Images: Image File Formats	
and Manipulation: SE 353 Handbook: Illustration and Photography: Raster and Vector File Formats	
Adobe Photoshop 2. Use multiple input devices to import photos, images, and other content SE 133 Chapter 4 The Design Process: Design Components: Images: Scans: Try It	
for a variety of digital uses. SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 6 C	reate
3. Use proper settings when choosing line-art, grayscale, and color SE 90 Chapter 3 Image Creation for Design: Photography: Lenses: Try It	
scanning. SE 133 Chapter 4 The Design Process: Design Components: Images: Scans: Try It	
4. Analyze RGB, CMYK, and grayscale image modes and their usage. TE 35 Chapter 2 The Art of Graphic Design: Elements of Art: Color, Value, and Light: No Color for Screen and Print	1ore About
SE 94 3 Image Creation for Design: Managing Images: Color Processes	
5. Demonstrate proficiency with various photo editing tools such as retouch, modify, correct image options and palettes, including but not	ge Workflow
limited to cropping, resizing, retouching, making selections, and using layers. SE 354-356 Handbook: Illustration and Photography: Photography: The Basic Image Workflo	W
6. Edit a raster image by using color correction and tone control. SE 86 Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image	ge Workflow
SE 354-356 Handbook: Illustration and Photography: Photography: The Basic Image Workflo)W
7. Demonstrate the use of various selection tools and techniques to save SE 100 Chapter 3 Image Creation for Design: Design Brief: Songbook of Myself: Create	It: 5 Create
selection. SE 138 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 3 Des Create	ign Directions/5
8. Improve photocomposition and focal points as well as color and tonal SE 87-89 Chapter 3 Image Creation for Design: Photography: Composition	
balance of an image. SE 355 Handbook: Illustration and Photography: Photography: The Basic Image Workflo	w: 6 Correct
9. Demonstrate layer management techniques including groups and folders. SE 56 Chapter 2 The Art of Graphic Design Brief: A Simple Story: Capturing a Minimalism: Create It: 5 Create	Classic with
SE 100 Chapter 3 Image Creation for Design: Design Brief: Songbook of Myself: Create	It: 5 Create
10. Define and demonstrate non-destructive and destructive editing SE 86 Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image	ge Workflow
techniques including: adjustment layers, masks, and channels. SE 354-356 Handbook: Illustration and Photography: Photography: The Basic Image Workflo	w
11. Differentiate between raster file and bitmap formats. SE 92-93 Chapter 3 Image Creation for Design: Managing Images: Image File Formats	
SE 353 Handbook: Illustration and Photography: Raster and Vector File Formats	

	12. Explain how to save an original file with layers for future editing.	SE	95	Chapter 3 Image Creation for Design: Managing Images: Archiving
	g	SE	356	Handbook: Illustration and Photography: Photography: The Basic Image Workflow: 12 Final
	13. Demonstrate the procedures for editing raster-based imagery, both	SE	86	steps/13 Archive Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Workflow
	high resolution and low resolution, in CMYK and RGB, and preparing files for both print and web media.	SE		Handbook: Illustration and Photography: Photography: The Basic Image Workflow
M. Vector	1. Define vector graphics.	SE	92-93	Chapter 3 Image Creation for Design: Managing Images: Image File Formats
Illustration:	SF	SE	353	Handbook: Illustration and Photography: Raster and Vector File Formats
Adobe Illustrator	2. Compare and contrast differences and appropriate applications of vector	SE	92-93	Chapter 3 Image Creation for Design: Managing Images: Image File Formats
	based and bitmap images.	SE	353	Handbook: Illustration and Photography: Raster and Vector File Formats
	3. Use typography as a design element.	SE	127	Chapter 4 The Design Process: How to Design with Type
		SE	153	Chapter 5 Identity Design: Stationery: Try It
	4. Set type on a path and within a shape.	SE	138	Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 5 Create
		SE	153	Chapter 5 Identity Design: Stationery: Try It
	5. Define and create outlines from text.	SE	211	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 5 Create
		SE	238	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Create It: 5 Create
	6. Apply patterns, textures, and gradients.	SE	211	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 5 Create
		SE	238	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Create It: 5 Create
	7. Apply layer management techniques.	SE	211	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 5 Create
		SE	238	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Create It: 5 Create
	8. Apply proper settings when saving or importing/exporting graphics.	SE	211	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 5 Create
		SE	238	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Create It: 5 Create
	9. Create or trace drawings/photographs with pen or live trace.	SE	100	Chapter 3 Image Creation for Design: Design Brief: Songbook of Myself: Create It: 5 Create
		SE	211	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 5 Create
	10. Create basic shapes using drawing or pen tool such as triangles,	SE	56	Chapter 2 The Art of Graphic Design: Design Brief: A Simple Story: Capturing a Classic with
	boxes, circles, etc.			Minimalism: Create It: 5 Create
		SE	238	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Create It: 5 Create
	11. Demonstrate assigning fill and stroke to objects.	SE	56	Chapter 2 The Art of Graphic Design: Design Brief: A Simple Story: Capturing a Classic with Minimalism: Create It: 5 Create
		SE	238	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Create It: 5 Create
	12. Demonstrate proficiency in transforming objects.	SE	211	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 5 Create
		SE	238	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Create It: 5 Create
	13. Apply attributes, styles, and effects.	SE	211	Chapter 7 Advertising Design: Design Brief: Poster for a School Event: Create It: 5 Create
		SE	238	Chapter 8 Information and Experience Design: Design Brief: Mapping a Significant Place: Create It: 5 Create
	14. Assign color matching systems (PMS), blends, and effects to create a unified vector image by selecting colors from color swatch libraries.	SE	360	Handbook: Prepress and Printing Basics: Color Printing
N. Computer Basics	1. Compare basic computer platforms and operating systems between various computing devices.	TE	T8-T10	Designing a Digital Studio

2. Demonstrate troubleshooting skills and procedures. SE 274 (Chapter 9 Design in Motion: Design Frief: PSA Metaphor in Motion: Create It: 5 SE 316 (Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project Design Process 3. Create and manage files and folders. SE 95 (Chapter 3 Image Creation for Design: Managing Images: Archiving SE 354-356 (Chapter 3 Image Creation for Design: Managing Images: Archiving SE 366-307 (Chapter 10 Working as a Graphic Designer: Working in Design: Working as a From Designer (Chapter 10 Working as a Graphic Design: Working in Design: Working as a From Designer (Chapter 3 Image Creation for Design: Monaging Images: Archiving SE 366-307 (Chapter 10 Working as a Graphic Design: Working in Design: Working as a From Design: Working in Design: Working as a From Design: Working as a Graphic Design: How to Use Metadata to Organize Photos and backup files. SE 96 (Chapter 3 Image Creation for Design: How to Use Metadata to Organize Photos SE 307 (Chapter 6 Publications Design: Books: Digital Book Design: Teaching Tip Chapter 6 Publications Design: Books: Digital Book Design: Working as a From Designer (Chapter 6 Publications Design: How to Use Metadata to Organize Photos SE 307 (Chapter 10 Working as a Graphic Designer: Working as a From Designer (Chapter 6 Publications Design: Books: Digital Book Design: Working as a From Designer (Chapter 6 Publications Design: Books: Digital Book Design: Working as a From Designer (Chapter 6 Publications Design: Books: Digital Book Design: Working as a From Designer (Chapter 6 Publications Design: How to Use Metadata to Organize Photos Designer (Chapter 10 Working as a Graphic Designer: Chapter Books: Designer (Chapter 10 Working as a Graphic Designer: Chapter Resigner) (Chapter 10 Working as a Graphic Designer: Chapter Resigner) (Chapter 10 Working as a Graphic Designer: Chapter Resigner) (Chapter Now Top Working as a Graphic Designer: Chapter Resigner) (Chapter Now Top Develop Your Résumé Develop Your Résumé Chapter 10 Working as	:: Create It: 4
Design Process 3. Create and manage files and folders. 5. Set 95 Chapter 3 Image Creation for Design: Managing Images: Archiving 4. Understand and describe local and network drives, remote, and shared storage. 5. Save, retrieve, load, format, import data into, and export a variety of electronic documents (word processing, spreadsheet, database, design 6. Utilize desktop and online file management services to store, share, and backup files. 6. Utilize desktop and online file management services to store, share, and backup files. 7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 7. Professional Development 1. Identify industries, organizations, and careers that require design skills. 2. Create professional materials: cover letter, resume, formal letters, and emerging technologies. 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. 5. E 95 Chapter 10 Working as a Graphic Designe: Working in Design: Working avatars, e-mail addresses, and social media content. 5. E 95 Chapter 3 Image Creation for Design: How to Use Metadata to Organize Photos Chapter 10 Working as a Graphic Designer: Operating in Design: Working as a Graphic Designer: Operating in Design: Working as a Graphic Designer: Design Brief: A Newsletter Design: Create It: 6 Compared to the publications Design: Design Brief: A Design Team Project Begin (TE) 6. Professional Development 7. Professional Development 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing file permissions, security industries, organizations, and careers that require design Segment 10 Working as a Graphic Designer: Design Brief:	
3. Create and manage files and folders. 4. Understand and describe local and network drives, remote, and shared storage. 5. Save, retrieve, load, format, import data into, and export a variety of electronic documents (word processing, spreadsheet, database, design 6. Utilize desktop and online file management services to store, share, and backup files. 7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 9. Professional Development 1. Identify industries, organizations, and careers that require design skills. 2. Create professional materials: cover letter, resume, formal letters, and emerging technologies. 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. 5. Chapter 3 Image Creation for Design: How to Use Metadata to Organize Photos (Chapter 6 Publications Design: Books: Digital Book Design: Teaching Tip 176 (Chapter 6 Publications Design: How to Use Metadata to Organize Photos Te 176 (Chapter 6 Publications Design: How to Use Metadata to Organize Photos Te 176 (Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Fre 176 (Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Fre 176 (Chapter 10 Working as a Graphic Designer: Cybersecurity Security, and transferring information. 5. Sept. 307 (Chapter 10 Working as a Graphic Designer: Cybersecurity Segment 176 (Chapter 10 Working as a Graphic Designer: Cybersecurity Segment 176 (Chapter 10 Working as a Graphic Designer: Chapter Profile: Maya Rhinehart Segment 176 (Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate Segment 176 (Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate Segment 176 (Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate Segment 176 (Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé Segment 176 (Cha	N
4. Understand and describe local and network drives, remote, and shared storage. 5. Save, retrieve, load, format, import data into, and export a variety of electronic documents (word processing, spreadsheet, database, design 6. Utilize desktop and online file management services to store, share, and backup files. 7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 9. Professional Development 1. Identify industries, organizations, and careers that require design skills. 9. Se 3354-356 Chapter 3 Image Creation for Design: Mow to Use Metadata to Organize Photos (Chapter 6 Publications Design: Books: Digital Book Design: Teaching Tip (Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Fragorita (Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Fragorita (Teach of Publications Design: How to Use Metadata to Organize Photos (Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Fragorita (Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Fragorita (Teach of Publications Design: Design Brief: A Newsletter Design: Create It: 6 Chapter 10 Working as a Graphic Designer: Cybersecurity (Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project Begin (TE) 9. Professional Development 1. Identify industries, organizations, and careers that require design skills. 2. Create professional materials: cover letter, resume, formal letters, and emerging technologies. 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. 5. Se 3314-356 Manager (Pather 10 Working as a Graphic Designer: How to Develop Your Résumé 5. Se 340-241 Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate 5. Se 340-241 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	N
4. Understand and describe local and network drives, remote, and shared storage. 5. Save, retrieve, load, format, import data into, and export a variety of electronic documents (word processing, spreadsheet, database, design 6. Utilize desktop and online file management services to store, share, and backup files. 6. Utilize desktop and online file management services to store, share, and backup files. 7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 6. Professional Development 9. Professional development 9. Professional Development 9. Professional Development 9. Create professional materials: cover letter, resume, formal letters, and emerging technologies. 9. Chapter 3 Image Creation for Design: How to Use Metadata to Organize Photos (Chapter 10 Working as a Graphic Designer: Working in Design: Working as a From Designer (Poblications Design: How to Use Metadata to Organize Photos (Chapter 10 Working as a Graphic Designer: Working in Design: Working as a From Design of Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Graphic Designer: Create It: 6 Compared to the proper use of a variety of external peripherals and how they connect to a computer. 9. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 9. End of Chapter 10 Working as a Graphic Designer: Chapter Profile: Maya Rhinehart (Poblications Design) (Poblications Design: Career Profile: Maya Rhinehart (Poblications Design) (Poblications Design	vv
storage. 5. Save, retrieve, load, format, import data into, and export a variety of electronic documents (word processing, spreadsheet, database, design 6. Utilize desktop and online file management services to store, share, and backup files. 7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of sharing, file permissions, security, and transferring information. 8. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the judications of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the proper use of a variety of external peripherals and beautiful peripherals and peripherals and peripherals and peripherals and peripherals and peripherals and peripheral	
Designer 5. Save, retrieve, load, format, import data into, and export a variety of electronic documents (word processing, spreadsheet, database, design 6. Utilize desktop and online file management services to store, share, and backup files. 5. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 6. Utilize desktop and online file management services to store, share, and backup files. 7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing file permissions, security, and transferring information. 9. Professional Development 1. Identify industries, organizations, and careers that require design skills. 2. Create professional materials: cover letter, resume, formal letters, and emerging technologies. 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. 9. Designer 1. Design: How to Use Metadata to Organize Photos 1. Chapter 1 Working as a Graphic Design: Working in Design: Working as a Graphic Designer: Working as a Graphic Designer: Create It: 6 Contents in Develop Your Résumé 1. Identify industries, organizations, and careers that require design skills. 2. Create professional materials: cover letter, resume, formal letters, and emerging technologies. 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. 9. Designer 1. Designer: A Newsletter Design: Working as a Graphic Designer: Design Brief: A Design Protonic Pro	alanca Cranbia
electronic documents (word processing, spreadsheet, database, design 6. Utilize desktop and online file management services to store, share, and backup files. 7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Deroessional Development 1. Identify industries, organizations, and careers that require design skills. 8. Create professional materials: cover letter, resume, formal letters, and emerging technologies. 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. 5. Utilize desktop and online file management services to store, share, and the surface design of the management services to store, share, and estable permissions to store, share, and backup files. 7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security and transferring information and Experience Designer: Cybersecurity Chapter Project Begin (TE) 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information and Experience Designer: Chapter Profile: Maya Rhinehart Segment (TE) 95. Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé 96. Chapter 10 Working as a Graphic Designer: Chapter Review: Eva	elance Graphic
6. Utilize desktop and online file management services to store, share, and backup files. 5E 96 Chapter 3 Image Creation for Design: How to Use Metadata to Organize Photos SE 307 Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Free Designer 7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 5E 95 Chapter 3 Image Creation for Design: Managing Images: Archiving 5E 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 6 Chapter 10 Working as a Graphic Designer: Cybersecurity 6. Utilize desktop and online file management services to store, share, and backup files. 7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 5E 190 Chapter 10 Working as a Graphic Designer: Design Brief: A Newsletter Design: Create It: 6 Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project Begin (TE) 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 5E 313 Chapter 10 Working as a Graphic Designer: Career Profile: Maya Rhinehart Skills. 5E 298 Chapter 10 Working as a Graphic Designer: Finding a Job: Try It 8E 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé emerging technologies. 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. 5E 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	
and backup files. SE 307 Chapter 10 Working as a Graphic Designer: Working in Design: Working as a Free Designer 7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. SE 190 Chapter 6 Publications Design: Design Brief: A Newsletter Design: Create It: 6 C Begin (TE) O. Professional Development 1. Identify industries, organizations, and careers that require design skills. SE 298 Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project Chapter 8 Information and Experience Design: Career Profile: Maya Rhinehart SE 298 Chapter 10 Working as a Graphic Designer: Finding a Job: Try It 2. Create professional materials: cover letter, resume, formal letters, and emerging technologies. 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé SE 292 Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate Chapter 5 Identity Design: Ways to Show Identity: Career Tip Avatars, e-mail addresses, and social media content. SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	
7. Demonstrate the proper use of a variety of external peripherals and how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security security security security, and transferring information. 8. Demonstrate the proper use of a variety of external peripherals and look they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security security. 9. Chapter 10 Working as a Graphic Designer: Career Profile: Maya Rhinehart SE 298 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé emerging technologies. 9. Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate SE 321 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	
how they connect to a computer. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security design (Te) and transferring information. 8. Demonstrate the understanding of file sharing, file permissions, security as a Graphic Designer: Cybersecurity (Chapter 10 Working as a Graphic Designer: Design Firef: A Newsletter Design: Create It: 6 Condended	elance Graphic
8. Demonstrate the understanding of file sharing, file permissions, security, and transferring information. SE 313 Chapter 10 Working as a Graphic Designer: Cybersecurity TE 315 Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project Begin (TE) O. Professional Development 1. Identify industries, organizations, and careers that require design skills. SE 240-241 Chapter 8 Information and Experience Design: Career Profile: Maya Rhinehart SE 298 Chapter 10 Working as a Graphic Designer: Finding a Job: Try It 2. Create professional materials: cover letter, resume, formal letters, and emerging technologies. 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. SE 313 Chapter 10 Working as a Graphic Designer: Chepter Profile: Maya Rhinehart SE 298 Chapter 10 Working as a Graphic Designer: Finding a Job: Try It SE 321 Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate SE 321 Chapter 10 Working as a Graphic Designer: One Designer: Chapter Review: Evaluate SE 321 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé SE 321 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	
security, and transferring information. TE 315 Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project Begin (TE) 1. Identify industries, organizations, and careers that require design SE 240-241 Chapter 8 Information and Experience Design: Career Profile: Maya Rhinehart SE 298 Chapter 10 Working as a Graphic Designer: Finding a Job: Try It SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé emerging technologies. 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé Chapter 5 Identity Design: Ways to Show Identity: Career Tip SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	eate
security, and transferring information. TE 315 Chapter 10 Working as a Graphic Designer: Design Brief: A Design Team Project Begin (TE) 1. Identify industries, organizations, and careers that require design skills. SE 240-241 Chapter 8 Information and Experience Design: Career Profile: Maya Rhinehart SE 298 Chapter 10 Working as a Graphic Designer: Finding a Job: Try It SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé emerging technologies. 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. SE 292 Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	
skills. SE 298 Chapter 10 Working as a Graphic Designer: Finding a Job: Try It 2. Create professional materials: cover letter, resume, formal letters, and emerging technologies. SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé SE 321 Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. SE 292 Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate Chapter 5 Identity Design: Ways to Show Identity: Career Tip Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	: Before You
2. Create professional materials: cover letter, resume, formal letters, and emerging technologies. SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé SE 321 Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. SE 292 Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate Chapter 5 Identity Design: Ways to Show Identity: Career Tip SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	
emerging technologies. SE 321 Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate 3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. SE 321 Chapter 10 Working as a Graphic Designer: Chapter Review: Evaluate Chapter 5 Identity Design: Ways to Show Identity: Career Tip SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	
3. Analyze your digital footprint, including but limited to gamer tags, avatars, e-mail addresses, and social media content. SE 148 Chapter 5 Identity Design: Ways to Show Identity: Career Tip Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	
avatars, e-mail addresses, and social media content. SE 292 Chapter 10 Working as a Graphic Designer: How to Develop Your Résumé	
4. Research, develop, maintain, and present a portfolio. SE 27 Chapter 1 What Is Graphic Design?: Chapter Review: For Your Portfolio	
SE 288-290 Chapter 10 Working as a Graphic Designer: Presenting Yourself and Your Work:	Portfolios
5. Utilize critique and peer review including a respect for peers' work SE 18 Chapter 1 What Is Graphic Design?: How to Give and Receive Feedback	
and the ability to give and receive constructive criticism. SE 51 Chapter 2 The Art of Graphic Design: How to Critique a Graphic Design	
6. Conduct critiques, peer reviews, and self-evaluations using rubrics. SE 138 Chapter 4 The Design Process: Design Brief: Identifying My Mix: Create It: 4 Rev Revision	ew and
SE 275 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Rubric	
Creating 2-D 1. Define animation and its relationship to time. SE 255 Chapter 9 Design in Motion: Motion Fundamentals: Timing and Spacing	
Animations SE 262 Chapter 9 Design in Motion: Computer-Based Animation: Space and Time (Again	n)
2. Create a storyboard of proposed animation. SE 267 Chapter 9 Design in Motion: How to Create a Storyboard	
SE 273 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Create It: 3	storyboarding
3. Create a simple frame-based/key frame animation. SE 253-254 Chapter 9 Design in Motion: How to Animate a Human Action	
TE 264 Chapter 9 Design in Motion: Creating Motion Graphics: Interdisciplinary Connect	ion: Science
4. Demonstrate use of controller palettes to review, loop, and play back SE 261-263 Chapter 9 Design in Motion: Computer-Based Animation	
animation. SE 274 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Create It: 6	Create
5. Create a layer-based animation. SE 263 Chapter 9 Design in Motion: Computer-Based Animation: Layers	
SE 274 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Create It: 6	Create
6. Animate a project using motion tweening. SE 261 Chapter 9 Design in Motion: Computer-Based Animation	
SE 273 Chapter 9 Design in Motion: Design Brief: PSA Metaphor in Motion: Create It: 3	

South Carolina CTE Communicating through Graphic Design 2E

Digital Art and Design 1, 2, 3, and 4 Correlations

Web Design	1. Analyze existing Web sites for style and content.	SE	152	Chapter 5 Identity Design: Design Notes: Web Design: Try It
		TE	40	Chapter 2 The Art of Graphic Design: Principles of Design: Design Critique
	2. Compare and contrast preferred formats for various page elements.	SE	162	Chapter 5 Identity Design: Looking Ahead: Think Like a Designer
		SE	235	Chapter 8 Information and Experience Design: Experience Design: Think Like a Designer
	3. Analyze and design Web sites for aesthetic appeal.	SE	152	Chapter 5 Identity Design: Design Notes: Web Design: Try It
		SE	235	Chapter 8 Information and Experience Design: Experience Design: Think Like a Designer
	4. Create a basic site architecture.	SE	151-152	Chapter 5 Identity Design: Design Notes: Web Design
		SE	357	Handbook: Web Basics
l	5. Plan a Web page design with thumbnail sketches, rough layouts, and	SE	357	Handbook: Web Basics
	site map.	SE	357	Handbook: Web Basics
	6. Create a functional and esthetic interface.	SE	151-152	Chapter 5 Identity Design: Design Notes: Web Design
		SE	357-358	Handbook: Web Basics
	7. Organize, optimize, and collect images and content for Web site design.	SE	86	Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Workflow: Note It
		SE	357-358	Handbook: Web Basics
	8. Create consistency between Web design and existing marketing materials.	TE	162	Chapter 5 Identity Design: Looking Ahead: Design Aesthetics
		SE	163-165	Chapter 5 Identity Design: Design Brief: Club Communication
	9. Describe the delivery of prototype to client and receipt of feedback from client.	TE	151	Chapter 5 Identity Design: Design Notes: Web Design: Teaching Tip
		SE	164	Chapter 5 Identity Design: Design Brief: Club Communication: Create It: 4 Sketcing and
				Prototypes/5 Client Review and Revision
	 Define file management and illustrate examples of root/folder management. 	SE	151-152	Chapter 5 Identity Design: Design Notes: Web Design
	11. Execute final Web pages from a Web authoring program.	SE	163-165	Chapter 5 Identity Design: Design Brief: Club Communication
	12. Manage various asset folders.	SE	151-152	Chapter 5 Identity Design: Design Notes: Web Design
	13. Optimize photos and illustrations.	SE	86	Chapter 3 Image Creation for Design: Photography: Format and Workflow: Image Workflow:
				Note It
		SE	164	Chapter 5 Identity Design: Design Brief: Club Communication: Create It: 6 Create
	14. Identify Web color and resolution.	SE	235	Chapter 8 Information and Experience Design: Experience Design: Think Like a Designer
		SE	164	Chapter 5 Identity Design: Design Brief: Club Communication: Create It: 6 Create
	15. Create components to be used on a Web page (rollovers, buttons,	SE	151-152	Chapter 5 Identity Design: Design Notes: Web Design
	banners, etc.).	SE	163-165	Chapter 5 Identity Design: Design Brief: Club Communication