# Graphic Design I

| Career Cluster | Arts, A/V Technology, Communications |
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| Course Code | 11155 |
| Prerequisite(s) | Recommended: Introduction To Arts/AV Technology & Communications 11000 |
| Credit | 0.5 to 1.0 credit |
| Program of Study and Sequence | Introduction to Art/AV Technology & Communications – Level I Pathway Course – Graphic Design I - Level III Pathway Course |
| Student Organization | Skills USA |
| Coordinating Work-Based Learning | Guest Speakers, Field Trips, Informational Interviews, Tours |
| Industry Certifications | Student can work toward Adobe Certified Associate (ACA) Certification in Adobe Products (http://www.adobe.com/education/certification-programs.html), National Career Readiness Certificate (NCRC) |
| Dual Credit or Dual Enrollment | https://sdmylife.com/images/Approved-CTE-Dual-Credit.pdf |
| Teacher Certification | Arts AV Technology & Communications Cluster Endorsement; Information Technology Cluster Endorsement; Web & Digital Communication Pathway Endorsement; *K12 Classroom Technology; *K12 Educational Technology |
| Resources | Suggested Software: Adobe Photoshop, Illustrator, Pixlar, etc. |

**Course Description**
Graphic Design I explores Legal and Ethical Issues, Career Opportunities, Fundamentals of Computer Graphics, Raster or Vector Graphics, Tools Used to Create Graphics, 2D & 3D Basic Animations.

**Program of Study Application**
Graphic Design I is a Level II pathway course in the Arts/AV Technology & Communications cluster, A/V, Technology, and Film; Journalism and Broadcasting; and the Visual Arts Pathway.

## Course Standards

**GD 1: Develop an Awareness of Career Opportunities and Professionalism in Graphic Design.**

| Webb Level | Sub-indicator |
|---|---|
| Two Skill/Concept | GD 1.1 Identify personal interests and abilities related to graphic design careers. |
| Two Skill/Concept | GD 1.2 Investigate career opportunities, trends and requirements related to graphic design careers. |
| Three Strategic Thinking | GD 1.3 Demonstrate employability skills for graphic design industries. |
| Three Strategic Thinking | GD 1.4 Explore legal and ethical issues related to graphic design. |
| Four Extended Thinking | GD 1.5 Apply ADA compliance in graphic design. |

**GD 2 Explore fundamentals related to graphic design.**

| Webb Level | Sub-indicator |
|---|---|
| Two Skill/Concept | GD 2.1 Illustrate the use of computer graphics. |
| One Recall | GD 2.2 Identify graphic design concepts. |
| Three Strategic Thinking | GD 2.3 Differentiate 2D and 3D graphic design concepts. |
| Four Extended Thinking | GD 2.4 Utilize color technologies. |

**GD 3: Create Graphic Designs.**

| Webb Level | Sub-indicator |
|---|---|
| Three Strategic Thinking | GD 3.1 Explore hardware and software utilized in graphic design. |
| Four Extended Thinking | GD 3.2 Implement graphic design software. |

**GD 4: Identify and Utilize a Graphic Design Environment.**

| Webb Level | Sub-indicator |
|---|---|
| Four Extended Thinking | GD 4.1 Construct transformation of graphics. |
| Four Extended Thinking | GD 4.2 Construct animations of graphics. |
| Four Extended Thinking | GD 4.3 Create graphic design products. |