

PRINTING & GRAPHICS

Overview - Printing is an advanced visual arts class that focuses on introducing students to various printing methods and improving their understanding of the graphic arts industry. Students are not expected to have any particular skill or experience in printing; only a desire to gain proficiency with some of the printing processes and a willingness to understand the tools, techniques, and career opportunities associated with the graphic arts industry.

Students will continue the study of the graphic arts that they began in Design class. They will gain additional understanding in the variety of ways that graphics touches us every day; informing us, entertaining us, and influencing our decisions. Students will be exposed to a variety of print process, both ancient and modern, that are associated with the graphics arts.

They will work in the studio with Relief Printing, Screen Printing, and Computer Graphics to produce effective and interesting images.

Students will gain experience with the language of the graphic arts to evaluate and describe their own work. In addition they will analyze, orally and in writing, the work of other artists to better understand the creative process.

Rationale - Every day we are bombarded with graphics that contain words, images, or both! We are continually impacted with commercially produced graphics in every environment and with every purchase we make. The words and images impacts us: but how? How do the artists and designers attract our attention and motivate us? The mysteries of graphic design should not be the domain of some “secret society”: we all can, and should be able to better understand graphic design and how it affects us.

Through research and production students will better understand the influences that graphic design exerts in our lives.

Grades: 9-12 **Duration:** 1 Trimester - 1 Credit **Prerequisites:** Successful Completion of Design

Topics of Study:

Graphic Design Principles and Processes	2 weeks
Printing Principles and Processes	4 weeks
Typefaces and Fonts	3 weeks
The Computer as a Design Tool	6 weeks

VISUAL ARTS DEPARTMENT**Course Title: Printing & Graphics****Topic of Study: Graphic Design Principles and Processes****Page 1 of 5****Time: About 2 weeks (non-contiguous)****Grade Level: 9-12**

Standards & Benchmarks	Essential Questions and Learning Targets	Key Vocabulary and Concepts	Activities and Projects Evidence of Understanding	Resources
<p>ART.VA.IV.HS.1 Observe and describe artwork with respect to history and culture.</p> <p>ART.VA.IV.HS.3 Analyze the correlation between art, history, and culture throughout time.</p> <p>ART.VA.V.HS.2 Explore and understand the variety of art and design careers.</p> <p>ART.VA.V.HS.3 Explore and understand the application of the creative process throughout career pathways.</p> <p>ART.VA.V.HS.4 Identify commonalities, differences, and connections between the art disciplines.</p> <p>ART.VA.V.HS.6 Understand artistic knowledge as an important tool for successful living in the 21st century.</p> <p>ART.VA.V.HS.7 Analyze the impact of visual culture on society.</p> <p>ART.VA.V.HS.8 Identify the role visual arts play in enhancing civic responsibility and community.</p>	<p>Students will understand the differences and similarities between the graphic and fine arts.</p> <p>Student will be able to describe the impact of printing and the graphic arts throughout history on society and culture.</p> <p>Students will be able to identify and understand the impact of printing and graphic design on our 21st century society.</p> <p>Student will understand the role of printing and the graphic arts in the shaping of ideas and values by governments, communities and individuals.</p> <p>Students will become aware of the variety of career opportunities available in the graphic design industry.</p>	<p>Fine arts Graphic Design Printing Image Typeface</p>	<p>Students will research and explore applications of graphic design throughout history.</p> <p>Students will be able to demonstrate verbally and in written form the connections and impact graphic design and printing has had on culture and society.</p> <p>Students will be able to identify a variety of career paths available today in the graphic arts industry.</p>	<p>various printed and "online" resources</p>

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Course Title: Printing & Graphics

Topic of Study: Printing Principles and Processes

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Time: About 4 weeks (non-contiguous)

Grade Level: 9-12

Standards & Benchmarks	Essential Questions and Learning Targets	Key Vocabulary and Concepts	Activities and Projects Evidence of Understanding	Resources
ART.VA.I.HS.1 Apply acquired knowledge and skills to the creative problem solving process. ART.VA.I.HS.2 Intentionally use art materials and tools when applying techniques and skills to communicate ideas. ART.VA.I.HS.3 Demonstrate understanding of organizational principles and methods to solve specific visual arts problems. ART.VA.I.HS.4 Exhibit, present, and publish quality works of art. ART.VA.I.HS.5 Responsibly and safely manage materials and tools. ART.VA.II.HS.1 Identify, define problems, and reflect upon visual solutions. ART.VA.II.HS.2 Create artwork using materials and techniques with skill so that personal intentions are carried out. ART.VA.II.HS.3 Apply organizational principles and methods to create innovative works of art and design products. ART.VA.II.HS.4 Apply knowledge/skill to symbolize an idea's essence. ART.VA.II.HS.5 Reflect, articulate, and edit the development of artwork throughout the creative process. ART.VA.II.HS.6 Use emergent technologies and materials to create artistic products that demonstrate knowledge of context, values, and aesthetics. ART.VA.II.HS.7 Create collaboratively to resolve visual problems. ART.VA.II.HS.8 Explore social/ global issues through the creative process. ART.VA.III.HS.1 Analyze and describe the formal characteristics of a work ART.VA.III.HS.2 Describe how organizational principles are used to elicit emotional responses. ART.VA.III.HS.4 Evaluate the quality and effectiveness of one's artwork. ART.VA.III.HS.5 Recognize and understand the relationships between personal experiences and the development of artwork. ART.VA.IV.HS.4 Use knowledge of art/ design history to inform artwork. ART.VA.V.HS.1 Design creative solutions that impact everyday life. ART.VA.V.HS.2 Explore & understand a variety of art and design careers. ART.VA.V.HS.8 Identify the role visual arts play in enhancing civic responsibility and community.	<p>Students will understand the differences and similarities between the graphic and fine arts.</p> <p>Students will be able to describe the mechanism and principle associated with a variety of printing process used throughout history.</p> <p>Students will be able to design and execute a printed edition using a variety of printing processes.</p> <p>Students will be able to evaluate and prepare their work for display.</p>	Print Edition Stencil Relief Printing Block Printing Screen Printing Serigraphy Intaglio Etching Engraving Giclee Lithography Offset Printing Web Printing Digital Printing Electrostatic Printing 4 color process Cyan Magenta Yellow Black Immiscible	<p>Students will be able to explain the mechanism and process of the major printing process both contemporary and historical.</p> <p>Students will be able to design graphics appropriate for a given printing process and execute them.</p> <p>Students will be able to effectively and intentionally communicate ideas through their graphic work.</p> <p>Students will multiple editions in different media.</p> <p>Students will be able to correctly number and sign an edition.</p> <p>Students will formally evaluate and analyze their work verbally and in writing.</p>	<p>Various print and "online" resources.</p> <p>Materials for preparing and printing an etching</p> <p>Materials for preparing and printing a relief print</p> <p>Materials for preparing and printing a screen print.</p> <p>Demonstration materials for lithography and web offset printing</p>

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Standards & Benchmarks	Essential Questions and Learning Targets	Key Vocabulary and Concepts	Activities and Projects Evidence of Understanding	Resources
<p>ART.VA.I.HS.1 Apply acquired knowledge and skills to the creative problem solving process.</p> <p>ART.VA.I.HS.2 Intentionally use art materials and tools when applying techniques and skills to communicate ideas.</p> <p>ART.VA.I.HS.3 Demonstrate understanding of organizational principles and methods to solve specific visual arts problems.</p> <p>ART.VA.I.HS.4 Exhibit, present, and publish quality works of art.</p> <p>ART.VA.I.HS.5 Responsibly and safely manage materials and tools.</p> <p>ART.VA.II.HS.1 Identify, define problems, and create visual solutions.</p> <p>ART.VA.II.HS.2 Create artwork using materials and techniques with skill so that personal intentions are carried out.</p> <p>ART.VA.II.HS.3 Apply organizational principles and methods to create innovative works of art and design products.</p> <p>ART.VA.II.HS.4 Apply knowledge/skill to symbolize an idea's essence.</p> <p>ART.VA.II.HS.5 Reflect, articulate, and edit the development of artwork throughout the creative process.</p> <p>ART.VA.II.HS.6 Use emergent technologies and materials to create artistic products that demonstrate knowledge of context, values, and aesthetics.</p> <p>ART.VA.II.HS.7 Create collaboratively to resolve visual problems.</p> <p>ART.VA.II.HS.8 Explore social and global issues through the application of the creative process.</p> <p>ART.VA.III.HS.1 Analyze and describe the formal characteristics of a work.</p> <p>ART.VA.III.HS.2 Describe how organizational principles are used to elicit emotional responses.</p> <p>ART.VA.III.HS.4 Evaluate the quality and effectiveness of one's artwork.</p> <p>ART.VA.III.HS.5 Recognize and understand the relationships between personal experiences and the development of artwork.</p> <p>ART.VA.IV.HS.4 Use knowledge of art/ design history to inform artwork.</p> <p>ART.VA.V.HS.1 Design creative solutions that impact everyday life.</p> <p>ART.VA.V.HS.2 Explore & understand a variety of art and design careers.</p> <p>ART.VA.V.HS.8 Identify the role visual arts play in enhancing civic responsibility and community.</p>	<p>Students will understand the differences and similarities between Typeface and Font.</p> <p>Students will be able to describe the techniques used throughout history to create typeface.</p> <p>Students will understand the differences and similarities between major styles and categories of Typeface and their historical and current applications in the graphic design industry.</p> <p>Students will be able to design and execute a typeface using calligraphic techniques.</p> <p>Students will be able to create a printed edition using a variety of printing processes.</p> <p>Students will be able to create a print with a social or motivational message</p> <p>Students will be able to evaluate and prepare their work for display.</p>	<p>Gothic</p> <p>Roman</p> <p>Italics</p> <p>Script</p> <p>Artistic</p> <p>Decorative</p> <p>Serif</p> <p>Sans-Serif</p> <p>Open-Face</p> <p>Weight</p> <p>Ascender</p> <p>Descender</p> <p>X-height</p> <p>Baseline</p> <p>Terminal</p> <p>Shoulder</p> <p>Tail</p> <p>Point Size</p> <p>Condensed</p> <p>Bold</p> <p>Print</p> <p>Edition</p> <p>Stencil</p> <p>Relief Printing</p> <p>Block Printing</p> <p>Screen Printing</p> <p>Serigraphy</p> <p>Digital Printing</p> <p>Electrostatic</p> <p>Printing</p> <p>Immiscible</p>	<p>Students will be able to explain verbally or in writing the purpose of typefaces.</p> <p>Students will be able to demonstrate verbally or in writing and through their work the purpose and impact that typefaces have.</p> <p>Students will be able to see fonts as shapes and create graphic designs appropriate for a given printing process and execute them.</p> <p>Students will be able to effectively and intentionally communicate ideas through their graphic work.</p> <p>Students will use language and appropriate typefaces to address social issues in their work.</p> <p>Students will formally evaluate and analyze their work verbally and in writing.</p>	<p>various print and "online" resources.</p> <p>materials for preparing and producing a relief print</p> <p>materials for preparing and producing a screen print.</p> <p>computers, printers and Adobe TM software for editing and producing printed documents</p> <p>video: Helvetica</p>

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Standards & Benchmarks	Essential Questions and Learning Targets	Key Vocabulary and Concepts	Activities and Projects Evidence of Understanding	Resources
<p>ART.VA.I.HS.1 Apply acquired knowledge and skills to the creative problem solving process.</p> <p>ART.VA.I.HS.2 Intentionally use art materials and tools when applying techniques and skills to communicate ideas.</p> <p>ART.VA.I.HS.3 Demonstrate understanding of organizational principles and methods to solve specific visual arts problems.</p> <p>ART.VA.I.HS.4 Exhibit, present, and publish quality works of art. ART.VA.I.HS.5 Responsibly and safely manage materials and tools.</p> <p>ART.VA.II.HS.1 Identify, define problems, & reflect upon visual solutions</p> <p>ART.VA.II.HS.2 Create artwork using materials and techniques with skill so that personal intentions are carried out.</p> <p>ART.VA.II.HS.3 Apply organizational principles and methods to create innovative works of art and design products.</p> <p>ART.VA.II.HS.4 Apply knowledge/skill to symbolize an idea's essence.</p> <p>ART.VA.II.HS.5 Reflect, articulate, and edit the development of artwork throughout the creative process.</p> <p>ART.VA.II.HS.6 Use emergent technologies and materials to create artistic products that demonstrate knowledge of context, values, and aesthetics. ART.VA.II.HS.7 Create collaboratively to resolve visual problems. ART.VA.II.HS.8 Explore social and global issues through the application of the creative process.</p> <p>ART.VA.III.HS.1 Analyze and describe the formal characteristics of a work.</p> <p>ART.VA.III.HS.2 Describe how organizational principles are used to elicit emotional responses.</p> <p>ART.VA.III.HS.4 Evaluate the quality and effectiveness of one's artwork.</p> <p>ART.VA.III.HS.5 Recognize and understand the relationships between personal experiences and the development of artwork.</p> <p>ART.VA.IV.HS.4 Use knowledge of art and design history to inform artwork.</p> <p>ART.VA.V.HS.1 Design creative solutions that impact everyday life.</p> <p>ART.VA.V.HS.2 Explore & understand a variety of art and design careers.</p> <p>ART.VA.V.HS.6 Understand artistic knowledge as an important tool for successful living in the 21st century.</p> <p>ART.VA.V.HS.8 Identify the role visual arts play in enhancing civic responsibility.</p>	<p>Students will understand the differences and similarities between Vector and Raster graphics software.</p> <p>Students will understand the differences CMYK, RGB, Pantone, Display (emissive pigments), and Print (absorptive pigments).</p> <p>Students will be able to intentionally design and execute a variety effective graphic designs using a computer and graphics software.</p> <p>Students will be able to describe and explain the printing mechanisms and processes commonly used by computers today.</p> <p>Students will be able to create a print with a social or motivational message</p> <p>Students will be able to evaluate and prepare their work for display.</p>	<p>Raster</p> <p>Vector</p> <p>Pixels</p> <p>PDF</p> <p>Intention</p> <p>Client</p> <p>Logo</p> <p>Separations</p> <p>CMYK</p> <p>RGB</p> <p>Emissive</p> <p>Absorptive</p> <p>Values</p> <p>Adobe</p> <p>Photoshop Illustrator</p> <p>Corel</p> <p>CorelDraw</p> <p>Gothic</p> <p>Roman</p> <p>Italics</p> <p>Script</p> <p>Artistic/Decorative</p> <p>Open-Face</p> <p>Point Size</p> <p>Condensed</p> <p>Bold</p> <p>Print</p> <p>Edition</p> <p>Digital Printing</p> <p>Electrostatics</p>	<p>Students will be able to explain verbally or in writing processes, terms, and mechanisms associated with production graphics prepared on a computer.</p> <p>Students will be able to demonstrate verbally, in writing, and through their work the purpose and impact that good designs can have.</p> <p>Students will be able to see fonts as shapes, incorporate them with images, and create graphics appropriate for a given client.</p> <p>Students will be able to effectively and intentionally communicate ideas through their graphic work.</p> <p>Students will use language and appropriate typefaces and images to address social issues in their work.</p>	<p>various print and "online" resources.</p> <p>a computer workstation for each student</p> <p>Adobe Photoshop TM and Illustrator software for each work station producing printed documents.</p> <p>a larger format graphics or photo quality color printer.</p> <p>paper appropriate for graphics media.</p> <p>Wacom Intuos Pen tablets for work stations.</p>

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Course Title: Printing and Graphics

Topic of Study: Artists, Designers and What They Do

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Time: About 2 weeks (non-contiguous)

Grade Level: 9-12

Standards & Benchmarks	Essential Questions and	Key Vocabulary	Activities and Projects Evidence	Resources
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	Learning Targets	and concepts	of Understanding	
<p>ART.VA.III.HS.1 Analyze and describe the formal characteristics of a work of art or design.</p> <p>ART.VA.III.HS.2 Describe how organizational principles are used to elicit emotional responses.</p> <p>ART.VA.III.HS.3 Critically observe a work of art to evaluate and respond to the artist's intent using art vocabulary and terminology.</p> <p>ART.VA.III.HS.4 Evaluate the quality and effectiveness of one's artwork.</p> <p>ART.VA.III.HS.5 Recognize and understand the relationships between personal experiences and the development of artwork.</p> <p>ART.VA.IV.HS.1 Observe and describe artwork with respect to history and culture.</p> <p>ART.VA.IV.HS.2 Describe the functions and explore the meaning of specific art objects within varied cultures, times, and places.</p> <p>ART.VA.IV.HS.3 Analyze the correlation between art, history, and culture throughout time.</p> <p>ART.VA.V.HS.1 Design creative solutions that impact everyday life.</p> <p>ART.VA.V.HS.2 Explore and understand the variety of art and design careers.</p> <p>ART.VA.V.HS.3 Explore and understand the application of the creative process throughout career pathways.</p> <p>ART.VA.V.HS.4 Identify commonalities, differences, and connections between the art disciplines.</p> <p>ART.VA.V.HS.5 Recognize the role of art across the academic curriculum.</p> <p>ART.VA.V.HS.7 Analyze the impact of visual culture on society.</p>	<p>What is the Job of a graphic artist or designer?</p> <p>How does the work of graphic artists or designers change over time?</p> <p>How is the work of graphic artists or designers influenced by their culture?</p> <p>How do artists communicate their ideas?</p> <p>How can you creatively represent the work of a graphic designer or artist in your own graphic design?</p>	<p>Media</p> <p>Gothic</p> <p>Renaissance</p> <p>Mannerism</p> <p>Baroque</p> <p>Impressionism</p> <p>Post-Impressionism</p> <p>Cubism</p> <p>Modern</p> <p>Post Modern</p> <p>Realistic</p> <p>Figurative</p> <p>Abstract</p> <p>Objective</p> <p>Non-Objective</p> <p>Graphic Design</p> <p>Industrial Design</p> <p>Contemporary</p> <p>Typeface</p>	<p>Students will be assessed on their ability to create a coherent and well written narrative about the life's work of a notable artist and to share that narrative orally with other students.</p> <p>Students will be assessed on how well they can identify the intention and stylistic qualities of an artists and apply those qualities to a project of their own.</p> <p>Orally or in writing students will be able to demonstrate an understanding of the role of artists and designers in a society.</p> <p>Orally or in writing students will be able to identify a broad variety of career opportunities associated with and involving the arts.</p>	<p>books</p> <p>internet sources</p> <p>museums</p> <p>computers and Adobe TM graphics software for each student</p> <p>color printer</p>