

2010 Graphics

Week	Lesson	Assignment	SD Technology Standards
1	<p><b>Photoshop</b></p> <p>Lesson 1: Intro to Photoshop</p> <ul style="list-style-type: none"> <li>• About Photoshop Power Point</li> <li>• Fix a bad photo and optimize it for the web.</li> </ul>	<p>Knowledge Check</p> <p>Import &amp; crop Masterbed</p>	<p>CG2.3</p> <p>CG2.3</p>
1	<p>Lesson 2: – Staging area</p> <ul style="list-style-type: none"> <li>• Use the Photoshop interface.</li> <li>• Set and delete preferences.</li> <li>• Navigate the work space</li> </ul>	<p>Project 2.1.1</p> <p>Project 2.1.2</p> <p>Project 2.1.3</p>	<p>CG2.3</p> <p>CG2.3</p> <p>CG2.3</p>
2	<p>Lesson 3: Image essentials</p> <ul style="list-style-type: none"> <li>• Develop a firm grasp of the two types of digital images— bitmaps and vectors.</li> <li>• Discover the meaning of zeros and ones.</li> <li>• Define resolution.</li> <li>• Understand image formats.</li> <li>• Understand how images are created and edited using pixels.</li> <li>• Explore hands-on some tricks of the program with bitmaps and pixels in mind.</li> </ul>	<p>Power Point 3.1</p> <p>Power Point 3.2</p> <p>Knowledge Check</p> <p>Knowledge Check</p> <p>Knowledge Check</p> <p>Project 3L.1</p>	<p>CG2.2</p> <p>CG2.1</p> <p>CG2.1</p> <p>CG2.1</p> <p>CG2.2</p> <p>CG2.2</p>

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2	Lesson 4: Selecting and Transforming <ul style="list-style-type: none"> <li>• Use selection and transform tools.</li> <li>• Practice building a composite image</li> </ul>	Giraffe Worksheet Project 4.1.2	CG2.3 CG2.3
2	Lesson 5: Working with color <ul style="list-style-type: none"> <li>• Understand the concept of a color gamut (Visual, RGB, CMYK ) and color models.</li> <li>• Explore the color features and tools in PSH.</li> <li>• Make gradients.</li> <li>• Study, hands-on, the use of color models</li> </ul>	Knowledge Check Project 5.1.1 Project gradient Create Color Wheel	CG2.1 CG2.3 CG2.2 CG2.1
2	Lesson 6: Image correction <ul style="list-style-type: none"> <li>• State the six basic steps for image correction.</li> <li>• Use the image retouching tools, such as clone stamp, smudge, dodge, and sharpen, brightness &amp; contrast.</li> </ul>	Knowledge Check Project 6.1.1	CG3.3 CG2.3

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3	<p>Lesson 7: Drawing and painting</p> <ul style="list-style-type: none"> <li>• Use the pencil and brush tools.</li> <li>• Recognize the use of vectors in Photoshop for free-form drawing and cross-program compatibility.</li> <li>• Make path, fill, and stroke geometric and free-form shapes.</li> </ul>	<p>Project 7.1</p> <p>Vectors 7.2</p> <p>Pen Practice 7.3</p>	<p>CG2.3</p> <p>CG3.1</p> <p>CG3.2</p>
3	<p>Lesson 8: Masking</p> <ul style="list-style-type: none"> <li>• Describe what a mask is, how it works, and how it is used in Photoshop.</li> <li>• Explore the types of masks available in Photoshop.</li> <li>• Paint full and partial selections using quick masks.</li> <li>• Hide and reveal content with layer and clipping masks.</li> </ul>	<p>Power Point</p> <p>Example Mask</p> <p>Example Mask 2</p> <p>Example 8.1.1</p>	<p>CG3.2</p> <p>CG2.3</p> <p>CG2.3</p> <p>CG2.3</p>
3	<p>Lesson 9: Layers, Compositing and process</p> <ul style="list-style-type: none"> <li>• Define the sequential steps of a basic design process.</li> <li>• Composite images together with blending modes, the liquefy effect, and filter effects.</li> <li>• Construct a CD jacket cover for a mock client</li> </ul>	<p>Worksheet Design Process</p> <p>Worksheet samples, liquefy, filter, blend</p> <p>CD Project</p>	<p>CG2.1</p> <p>CG2.3</p> <p>CG1.2</p>



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	<ul style="list-style-type: none"> <li>• Use the variables to store the value produced by a function</li> <li>• Use parameters to write methods</li> <li>• Define and access property variables</li> <li>• Create functions</li> <li>• Design and run programs</li> </ul>	Program Example 3.3 Program Example 3.4 Program Example 3.5 Program Example 3.5.2 Program problems 3.1-3.9	CP3.3 CP3.3 CP3.3 CP3.3 CP5.3
7,8	Lesson 4: Flow Chart		
	<ul style="list-style-type: none"> <li>• Use the Boolean type and its basic operations</li> <li>• Use the if statement</li> <li>• Use the for and while statements</li> <li>• Use Boolean variables and functions to control if and while statement</li> <li>• Use the wait() message to temporarily suspend program execution</li> <li>• Design and run programs</li> </ul>	Program Example 4.1 Program Example 4.2 Program Example 4.3 Program Example 4.4 Program Example 4.5 Program problems 4.1-4.7	CP4.2 CP4.2 CP4.2 CP3.3 CP3.3 CP5.3
8,9	Lesson 5: Lists and Arrays		
	<ul style="list-style-type: none"> <li>• Use a list to store multiple items</li> <li>• Use the forAllInOrder andforAlltogether statements</li> <li>• Use random numbers to vary the behavior if a program</li> <li>• Use an array to store multiple items execution</li> <li>• Design and run programs</li> </ul>	Program Example 5.1 Program Example 5.1.2 Program Example 5.2 Program Example 5.3 Program problems 5.1-5.9	CP3.3 CP3.3 CP3.3 CP3.3 CP5.3

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9,10	Lesson 6: Events <ul style="list-style-type: none"> <li>• Create new events</li> <li>• Create handler methods</li> <li>• Use events to build interactive stories</li> <li>• Design and run programs</li> </ul>	Program Example 6.1 Program Example 6.2 Program Example 6. Program problems 6.1-6.7	CP3.3 CP3.3 CP3.3 CP5.3
	<b>Animation With VB6</b>		9-12 NC4.2
11	Lesson 1: Programming environment <ul style="list-style-type: none"> <li>• Demonstrate how to place textboxes, label controls, command buttons and the timer tool on a VB form</li> <li>• Demonstrate the ability to change properties of the controls</li> <li>• Write a program from beginning to end including creating saving and printing.</li> </ul>	Knowledge Check Knowledge Check Program VB1.1	CP3.2 CP3.2 CP5.3
12	Lesson 2: Formatting and Methods <ul style="list-style-type: none"> <li>• Use the Format\$ to format numerical values, dates and times</li> <li>• Initialize and use user-defined coordinate systems in the Setmode property</li> <li>• Use the circle and line drawing methods</li> <li>• Write a program using above tools</li> </ul>	Knowledge Check Knowledge Check Program VB 2.1 Program VB2.2	CP3.2 CP3.2 CP3.2 CP5.2

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13	Lesson 3: Graphics <ul style="list-style-type: none"> <li>• Use the pset method to draw points</li> <li>• Use the line method to draw lines</li> <li>• Use the circle method to draw circles and ellipses</li> <li>• Use the color function</li> <li>• Use the timer toll to animate pictures</li> </ul>	VB Exercise 3.1 VB Exercise 3.1 VB Exercise 3.1 VB Exercise 3.1 VB Exercise 3.1	CP3.2 CP3.2 CP3.2 CP3.2 CP3.2
	<b>Adobe Flash</b>		
14	Lesson 1: Getting started with Adobe Flash <ul style="list-style-type: none"> <li>• Understand the Adobe Flash CS3 workspace</li> <li>• Open a document and play a movie</li> <li>• Create and save a movie</li> <li>• Work with the Timeline</li> <li>• Distribute an Adobe Flash movie</li> <li>• Plan an Application or a Web site</li> </ul>	Knowledge Check Demo movie 1.14-1.16 Flash Exercise 1.18-1.19 Flash Exercise 1.23-1.25 Flash Exercise 1.28-1.29 Flash Practice 1	DA3.1 DA3.1 DA3.1 DA3.1 DA3.1 DA2.2
14	Lesson 2 Drawing objects <ul style="list-style-type: none"> <li>• Use the Flash drawing tools</li> <li>• Select Objects and Apply Colors</li> <li>• Work with drawn objects</li> <li>• Work with text and text objects</li> <li>• Work with layers and objects</li> </ul>	Assignment 2.6-2.9 Assignment 2.12-2.15 Assignment 2.18-2.23 Assignment 2.26-2.29 Assignment 2.34-2.37	DA3.1 DA3.1 DA3.1 DA3.1 DA3.1

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14	Lesson 3: Working with symbols and interactivity <ul style="list-style-type: none"> <li>• Create symbols and instances</li> <li>• Work with Libraries</li> <li>• Create buttons</li> <li>• Assign actions to frames and buttons</li> </ul>	Assignment 3.9-3.9 Assignment 3.12-3.15 Assignment 3.18-3.21 Assignment 3.24-3.27	DA5.1 DA5.1 DA5.1 DA5.3
15	Lesson 4: Creating animation <ul style="list-style-type: none"> <li>• Create frame-by-frame animations</li> <li>• Create motion-tweened animation</li> <li>• Work with motion guides</li> <li>• Create animation effects</li> <li>• Animate text</li> </ul>	Assignment 4.6-4.9 Assignment 4.12-4.15 Assignment 4.18-4.21 Assignment 4.26-4.33 Assignment 4.36-4.41	DA5.2 DA4.2 DA3.1 DA3.1 DA4.2
15	Lesson 5: Creating special effects <ul style="list-style-type: none"> <li>• Create shape-tween animations</li> <li>• Create a mask effect</li> <li>• Add sounds</li> <li>• Add scenes</li> <li>• Create an animated navigation bar</li> </ul>	Assignment 5.6-5.39 Assignment 5.12-5.13 Assignment 5.16-5.17 Assignment 5.20-5.23 Assignment 5.26-5.33	DA3.1 DA3.1 DA3.1 DA3.1 DA3.1



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15	Lesson 6 : Preparing and publishing movies <ul style="list-style-type: none"> <li>• Publish movies</li> <li>• Reduce file size to optimize a movie</li> <li>• Create a Preloader</li> <li>• Use HTML Publish Settings</li> </ul>	Assignment 6.7-6.9 Assignment 6.12-6.15 Assignment 6.18-6.21 Assignment 6.24-6.25	DA6.1 DA6.1 DA6.1 DA6.1
15	Lesson 7: Building complex animation <ul style="list-style-type: none"> <li>• Plan for complex movies and animations</li> <li>• Create an animated graphic symbol</li> <li>• Create a movie clip symbol</li> <li>• Animate buttons with movie clip symbols</li> </ul>	Assignment 7.8-7.11 Assignment 7.14-7.15 Assignment 7.18-7.19 Assignment 7.23	DA3.1 DA3.1 DA3.1 DA3.1 DA3.1
16	Lesson 8: Adding sound & video Arrays <ul style="list-style-type: none"> <li>• Plan for complex movies and animations</li> <li>• Create an animated graphic symbol</li> <li>• Create a movie clip symbol</li> <li>• Animate buttons with movie clip symbols</li> </ul>	Assignment 8.7-8.9 Assignment 8.12-8.13 Assignment 8.16-8.19 Assignment 8.22-8.25	DA4.2 DA3.1 DA3.1 DA5.3

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16	Lesson 9 :Using action script <ul style="list-style-type: none"> <li>• Work with the Actions panel</li> <li>• Work with targets and movie clip symbols</li> <li>• Create interactive movie clip symbols</li> <li>• Define variables</li> </ul>	Assignment 9.8-9.11 Assignment 9.14-9.19 Assignment 9.22-9.25 Assignment 9.28-9.33	DA5.3 DA5.3 DA5.2 DA5.1
16,17	Lesson 10: Adding sound and video <ul style="list-style-type: none"> <li>• Work with sound</li> <li>• Specify synchronization options</li> <li>• Use ActionScript with sound</li> <li>• Work with video</li> </ul>	Assignment 10.6-10.9 Assignment 10.12-10.19 Assignment 10.20-10.23 Assignment 10.26-10.29	DA4.3 DA5.2 DA5.2 DA5.2
18	Finals Week	Review + Semester Test	18

Grading Scale: Brookings High School

A+: 98-100    B+: 91-89    C+: 80-82    D+:71-73  
 A: 95-97    B: 86-88    C: 77-79    D: 68-70  
 A-: 92-94    B-: 83-85    C-: 74-76    D-: 65-67

Classroom %: In-class work 20%

Programs – 40%

Tests – 40%