

Graphic Design Syllabus

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Course Textbooks: Adobe Illustrator, Photoshop, Dreamweaver, InDesign & Animate CC

Course Description:

Five incredibly creative pieces of software from Adobe will be used to generate illustrations, enhance and modify graphics (and photography), and combine all elements to create newsletters, brochures, flyers, webpages and animation! Adobe Illustrator is used to generate graphics and design. Adobe Photoshop is used to alter and modify digital photography. Adobe InDesign is used to generate a variety of publications. Adobe Animate is used to generate animation. Adobe Dreamweaver is used for website design and creation. Students will touch on each of these software programs using the Creative Cloud package. Students have a 2 hour block devoted to helping them prepare for the potential to have a career in Web & Design.

Course Expectations:

Course content and required assignments will be delivered in the classroom, the lab, or at work-based learning sites. If and when that is not possible due to any reason, students will continue to complete coursework remotely. Course content and required assignments will be delivered to students via one or more of the following: our classroom website, a virtual learning platform, text message, email, or printed materials. Completed work during remote learning will be submitted for a grade. Virtual learning is an expected part of this program and students will be expected to attend and participate.

Course Objective:

This program will help to develop graphic art skills, publishing skills, web design and animation skills and photographic altering skills. It will teach online safety and security strategies, and help prepare you to adapt to the constantly changing technology. We have 6 key objectives:

1. Creativity and Innovation - demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology
2. Communication and Collaboration - use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.
3. Research and Information Fluency - apply digital tools to gather, evaluate, and use information.
4. Critical Thinking, Problem Solving, and Decision Making - use critical thinking skills to plan and conduct, research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.
5. Digital Citizenship - understand human, cultural, and societal issues related to technology, and practice legal and ethical behavior.
6. Technology Operations and Concepts - demonstrate a sound understanding of technology concepts, systems, and operations.

Instructional Philosophy:

Coursework will be completed using a combination of methods. We will learn through lecture and discussion, group work, workbooks, independent projects, and journaling. We will also be using a lot of hands on learning to practice skills discussed in class. Students are expected to participate in all methods of learning in order to get the most out of class.

Student Assessment:

Students will be evaluated in a variety of ways in order to encourage all styles of learning.

Tests

Quizzes

Class Activities

Portfolios

Resumes

Presentations

Daily Procedures:

All assignments must be completed during the class period. All books must stay in the classroom (textbooks may not be taken home).

Absolutely no food, drinks, or gum allowed in the classroom.

Textbooks remain in the classroom and therefore Quizzes and Tests must be completed on the day they are assigned.

NO CELL PHONES

Students are expected to follow all district and building policies in addition to classroom policies.

Grading Expectations:

All grades earned are cumulative for the term. The grading scale will be as follows

90-100	A
80-89	B
70-79	C
60-69	D

The weighting of grades will be as follows:

Final	20%
Projects	40%
Tests/Quizzes	20%
Daily Work	20%

Grades will be updated in PowerSchool weekly. Late work will be entered after all current assignments have been graded. Be sure to follow each assignment rubric as there are many important details you will be held accountable to.

Late Work:

Assignments that are not submitted on time will only be eligible for 90% credit. Students will be able to submit late work throughout the semester. The last day to submit late assignments will be 1 week BEFORE the end of the semester. No assignments will be accepted past that point for any credit. You may retake a test 1 time if you have demonstrated that you have put forth additional effort into studying for that test. For example, you must complete a chapter review or a review sheet prior to retesting. Students that do not provide evidence of additional test prep will not be allowed to retake a test until evidence is provided. Certification tests are NOT eligible for retakes as they cost \$100 for each certification. Final exams are also not eligible for retakes. It is your responsibility to schedule a time to make up your test.

Cheating Policy:

Cheating or plagiarism will result in a zero on that assignment or test.

Segment Delivery Model:First Semester -

1. Project Management
2. Legal, Ethical, Design and Safety Standards
3. Graphic Design
4. Customer Service and Planning
5. Digital Communications
6. Development Tools
12. Technical Support

Second Semester -

7. Web Design and Layout
8. Web Development
9. Web Administration
10. Multimedia Production
11. Web Testing and Evaluation

**Please feel free to contact me via e-mail or phone with any questions or concerns you have.