

GRAPHIC DESIGN

Course Name: Elementary STEAM Lab

Unit/Theme: Using Tech to Create

Time Frame: 1 hour

Grade Level: Grades 3 -4
(Could stretch up to 8)

CONTENT AND SKILLS
Learning Objectives: <ul style="list-style-type: none"> Students will be able to describe what contributes to good graphic design. Students will create a poster using Canva that shows their learning about graphic design.
Essential Questions (optional): <ul style="list-style-type: none">
Students I can statements . . . <ul style="list-style-type: none"> I can describe what makes good graphic design. I can use Canva to create a poster that is creative and clear.
How will you meet the needs of SWD and ENL students? <ul style="list-style-type: none"> Adjusting adult support will help SWD and ENL students gain access to materials and content
Content Standards List all standards and how learners will meet the standard
<ul style="list-style-type: none"> N/A
NYS Computer Science and Digital Fluency Standards List all standards and how learners will meet the standard
<ul style="list-style-type: none"> 2-3.IC.7 Identify a diverse range of roles and skills in computer science. 4-6.IC.7 Identify a diverse range of role models in computer science. 2-3.DL.1 Locate and use the main keys on a keyboard to enter text independently. 4-6.DL.1 Type on a keyboard while demonstrating proper keyboarding technique. 2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas. 4-6.DL.2 Select appropriate digital tools to communicate and collaborate while learning with others. 2-3.DL.4 Use a variety of digital tools and resources to create digital artifacts. 4-6.DL.4 Use a variety of digital tools and resources to create and revise digital artifacts.

CASEL COMPETENCIES and/or NYS SEL BENCHMARKS

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INSTRUCTIONAL PLAN

List the steps of the lesson, including instructions for the students.
How will you make sure this lesson is culturally responsive?

- Activate prior knowledge - What is graphic design? Where have you heard the word graphic before?
- Discuss what graphic designers do...advertising, game designers, website design, packaging
 - Use BrainPop video titled Graphic Design if time
- Using the slides in this presentation, ask the students to use the eye of a graphic designer to discuss what they like or don't like about each of the designs. What would they do to improve the slides?
- Introduce assignment - Students are going to design a poster to showcase a quote. (Each table has packets of short quotes for them to choose from)
- Demonstrate the basics of the Canva platform - background, elements, text
- Students work on their projects. If they finish they can create a second design.
- Wrap up - how to access work, share work with teacher, print student exemplars

BACKGROUND OR PRIOR KNOWLEDGE

- None

INSTRUCTIONAL TECHNOLOGY INTEGRATION

- Using the Canva platform to create academic materials

MATERIALS / RESOURCES

Add additional resources needed for this lesson such as templates, images, videos, etc.

- Chromebooks
- Copies of quotes for students to choose from (This is where the assignment could be modified for upper grades.)
- Brain Pop Video - <https://www.brainpop.com/artsandmusic/artconcepts/graphicdesign/>