

KCKPS CTE CURRICULUM PACING GUIDE

COMPUTER GRAPHICS

KSDE Course Code	10202G0.501215GGF	KSDE Course Name	Computer Graphics
CIP Code	11.1004 52.1402	KSDE Pathway	Web & Digital Communications Marketing
Infinite Campus Course Numbers	10107021S & 10107021Y		
Prerequisites	None.		
Courses That Follow	Graphics Design 1 & 2, Photo Imaging		
Buildings Offered	F. L. Schlagle, J. C. Harmon, Sumner, Wyandotte		

KCKPS Course Description

Computer Graphics 1 students explore the capability of the computer to produce visual imagery. They learn to apply graphic techniques to various fields, such as advertising, TV/video, and architecture. Typical course topics include modeling, simulation, animation, and image retouching.

Kansas Department of Education Course Competencies

Link to Career Cluster on KSDE

This course utilizes the approved competencies provided on the KSDE website. The competencies identified by KSDE provide the foundation for what students should know and/or be able to do by the end of the course.

Common District Summative Assessment

Precision Exam: Design and Visual Communications

Description: A program in the applied visual arts that focuses on the general principles and techniques for effectively communicating ideas and information and promoting products to business and consumer audiences. This course prepares individuals in any of the applied art media including: drawing, painting, computer graphics, and others.

Standards: https://www.precisionexams.com/kansas/files/standards-pdfs/ks_530.pdf

PACING GUIDE AT A GLANCE

Unit	Unit Name	Length
1	Introduction to Graphic Design	15 blocks
2	Project 1 Still Images	15 blocks
3	Project 2 Moving Images	15 blocks
4	Project 3 Altering Images	15 blocks
5	Project 4 Manipulate Images	15 blocks
6	Project 5 Functionality	15 blocks

SOFTWARE SKILLS

Students taking Computer Graphics 1 need to develop skills in Adobe PhotoShop. These skills will be needed in future courses in the pathway. Additional software applications may be used in the course, but the focus will be on these two.

KSDE COURSE COMPETENCIES

Competency	Unit Taught
1. Demonstrate knowledge of the basic principles of motion graphics.	5, 6
2. Demonstrate proficiency in the use of digital imaging.	5, 6
3. Manipulate images, video, and motion graphics.	5, 6
4. Create and refine design concepts.	4, 6
5. Alter digitized images using an image manipulation program.	4, 6
6. Alter digitized video using a video manipulation program.	4, 6

7. Apply color theory to select appropriate colors.	3, 6
8. Apply knowledge of typography.	3, 6
9. Apply principles and elements of design.	3, 6
10. Create and/or implement the look and feel of a product.	2, 6
11. Create graphical images and/or video elements.	2, 6
12. Enhance digital communication presentation using a photographic process.	2, 6
13. Evaluate visual appeal.	1, 2, 6
14. Produce or acquire graphics content.	2, 6
15. Differentiate between copyright and trademarks.	2, 6
16. Define scope of work to achieve individual and group goals.	1, 6
17. Use available reference tools as appropriate.	1, 6
18. Explain the key functions and applications of software.	1, 6
19. Explain the need for regular backup procedures.	1, 6

UNIT 1

Introduction to Graphic Design

15 blocks

Unit Overview

In this unit, students will be introduced to computer design software and criteria for good visual design.

Unit Competencies

- Evaluate visual appeal.
- Define scope of work to achieve individual and group goals.
- Use available reference tools as appropriate.
- Explain the key functions and applications of software.
- Explain the need for regular backup procedures.

Unit Resources

Primary Resources

-

Supplemental Resources

-

Vocabulary

UNIT 2

Project 1 Still Images

15 blocks

Unit Overview

In this unit, students will focus on still images. Students will learn about intellectual property laws that affect design.

Unit Competencies

- Create and/or implement the look and feel of a product.
- Create graphical images and/or video elements.
- Enhance digital communication presentation using a photographic process.
- Evaluate visual appeal.
- Produce or acquire graphics content.
- Differentiate between copyright and trademarks.

Unit Resources

Primary Resources

-

Supplemental Resources

-

Vocabulary

-

UNIT 3

Project 2 Moving Images

15 blocks

Unit Overview

Students will expand their creations to include moving images. They will explore typography and color theory.

Unit Competencies

- Apply color theory to select appropriate colors.
- Apply knowledge of typography.
- Apply principles and elements of design.

Unit Resources

Primary Resources

-

Supplemental Resources

-

Vocabulary

-

UNIT 4

Project 3 Altering Images

15 blocks

Unit Overview

In this unit, students will explore how digital images and video can be manipulated.

Unit Competencies

- Create and refine design concepts.
- Alter digitized images using an image manipulation program.
- Alter digitized video using a video manipulation program.

Unit Resources

Primary Resources

-

Supplemental Resources

-

Vocabulary

-

UNIT 5

Project 4 Manipulate Images

15 blocks

Unit Overview

In this unit, students will continue to explore how to manipulate images, video, and motion graphics.

Unit Competencies

- Demonstrate knowledge of the basic principles of motion graphics.
- Demonstrate proficiency in the use of digital imaging.
- Manipulate images, video, and motion graphics.

Unit Resources

Primary Resources

-

Supplemental Resources

-

Vocabulary

-

UNIT 6

Project 5 Functionality

15 blocks

Unit Overview

In this unit, students are going to put all of the concepts learned in the course together to create a portfolio of designs.

Unit Competencies

- All competencies are incorporated.

Unit Resources

Primary Resources

-

Supplemental Resources

-

Vocabulary

-