

Course Description: 7th Grade Digital Arts and Design

Digital Arts encompasses all creative communications media as we experience it online, on television and on our evolving personal gadgets in movies, animations and video games. It is a popular new form of media enhanced cultural events. It is graphic and interactive design in online browsers, multimedia and web pages. It is interactive interfaces and responsive technologies in educational multimedia, informational exhibits and "augmented reality." It is the virtual 2D and 3D design of consumer products, clothes, environmental planning and architecture. It is contemporary and experimental forms of fine art and design in museum and gallery exhibits.

Adopted Course Primary Resource	Supplementary Resources
<ul style="list-style-type: none"> • NA 	<ul style="list-style-type: none"> • Google Suite (Drive, Docs, email, Keep, Slides) • Websites • Art supplies (consumables, materials) • Art books and media resources • Computer applications (Adobe Suite and more) • Online web tools and platforms such as: • Animoto, Magisto, Google Drive and free Apps, email accounts. • Online free Photo Editing tools such as: BeFunky, Pixlr, PicMonkey. • WeVideo, Chrome apps, purchased apps, online sources. • Traditional visual and fine art media in book and online format. • School purchased materials such as: digital cameras, SD card readers, Chromebooks, Laptop carts, iPads and applications, color laserjet and large ink based printers, paper and frames for printing and exhibition. • Student email addresses for ability to sign in and sign up for free sites.

Standards Addressed In The Course (Note Essential Standards)		
CREATE - Students will generate, develop, and refine artistic work	Investigate	Investigate, and expand knowledge of studio skills, techniques, materials, tools, and elements and principles of design.

	Plan	Develop original solutions through exploration and practice.
	Make	Engage in experimentation with the expressive qualities of media, tools, and techniques with refined craftsmanship.
Respond - Students will critically interpret intent and meaning in order to evaluate artistic work.	Describe	Describe the formal characteristics of artwork using art and design vocabulary.
	Analyze	Compare and contrast the use of media, design principles, and context to influence ideas, emotions, and actions.
	Interpret	Interpret the formal and expressive qualities in a work of art or design and integrate those qualities into their own work.
	Inquire	Compare and contrast the intent of art based on an analysis of subject matter, details, media, and context.
	Evaluate	Create a convincing argument critiquing artwork and design utilizing established criteria, considering style, process, media and artistic goals.
Connect - Students will relate their artistic work with prior experience and external context.	Interdisciplinary	Analyze works of art and design that illustrate interdisciplinary perspectives.
	Career Connections	Analyze art and design processes in a variety of careers.
	Cultural, Social, and Historical Awareness	Analyze how art and design, and viewers' responses to them, have been influenced by the times, places, traditions, and cultures.
Present/Produce - Students will develop, refine, and convey meaning through the production and presentation of artistic work.	Develop Meaning	Convey meaning and intent through the presentation of personal, historical, and contemporary work and formulation of exhibition narratives.
	Communicate	Communicate the contextual meaning of artwork in written and verbal statements.
	Share	Curate and exhibit a portfolio of work to convey artistic importance or meaning.

Units of Study (Sequenced)	Standards Associated	Key Learning Targets & Essential Vocabulary	Essential Question(s)	Pacing
		<p>Key Learning Targets:</p> <ul style="list-style-type: none"> • I can use my understanding of three-dimensional forms to plan out an original drawing. (Create) • I can plan and develop artistic ideas and artwork. (Create) • I can brainstorm and sketch ideas to solve a visual problem. (Create) • I can critique my own work and the work of others by sharing what I have been taught about the media used. (Respond) • *I can use art criticism to form an opinion about a work of art. (Respond) • I can interpret intent and meaning in artistic work. (Respond) • I can reflect on the intent of my own work. (Respond) • I can evaluate work using artistic criteria. (Respond) • I can compare work produced by artists in different historical periods to understand the societal impacts that may have led to their interpretation or use of media. (Connect) • I can synthesize and relate knowledge and personal experiences to make art. (Connect) • I can relate artistic ideas and works of art with societal, cultural, and historical contexts to deepen understanding. (Connect) • I can use art vocabulary terms to communicate the main ideas of a lesson in written statements or through online or video formats. (Present) • I can convey meaning through the presentation of my artwork. (Present) • I can develop and refine artistic techniques. (Present) 		18 Weeks

Critics: The Evaluation of Art - Presentation Topics: Printing Framing, Exhibition	Respond Present	<ul style="list-style-type: none"> Record and use perceptive insights and observations with well-considered influences and ideas. Demonstrate independent critical investigation and in-depth understanding of sources to develop ideas convincingly. Vocabulary: Printer, printing, matte, frames, glass, exhibition, nametags, gallery, museum, presentation, critique, constructive criticism, feedback	<i>How do people relate to and interpret media artworks? (Respond)</i> <i>How do we 'read' media artworks and discern their relational components? (Respond)</i>	Ongoing
Digital Literacy Topics: Google Drive, Docs, Storage, Slides, Making accounts, work creation, saving, organization, turning in and publishing, Photo editing, using sites, and apps	Create Connect Present	<ul style="list-style-type: none"> Effectively apply a wide range of creative and technical skills, experimentation, and innovation to develop and refine work. Demonstrate advanced use of visual language, technique, media, and contexts to realize personal ideas. Demonstrate independent critical investigation and in-depth understanding of sources to develop ideas convincingly. Vocabulary: Google Drive, Docs, Storage, Slides, accounts, Folders, PDF, JPEG, PNG, HEIC, Digital camera, SD Card	<i>How do media artists organize and develop creative ideas and models into process structures to achieve the desired end product? (Create)</i>	1 -2 Weeks, plus Ongoing
Recording the Real - Photography Topics: Community Walk Light Painting Forced Perspective	Create Connect Present	<ul style="list-style-type: none"> Effectively apply a wide range of creative and technical skills, experimentation, and innovation to develop and refine work. Demonstrate advanced use of visual language, technique, media, and contexts to realize personal ideas. Demonstrate independent critical investigation and in-depth understanding of sources to develop ideas convincingly. Vocabulary: Photography, Digital camera, SD Card, Lens, aperture, mode, settings, macro, landscape, nature, close-up, architecture, tripod, rule of thirds, exposure, settings, micro, viewfinder, point and shoot camera, zoom, wide angle, flash, natural light, panoramic	<i>How do media artists generate ideas? (Create)</i> <i>How do we learn about and create meaning through producing producing media artworks? (Connect)</i>	6 Weeks

Investigations in Space - Design Topics: Video Game Design Logo Brand Design	Create Connect Present	<ul style="list-style-type: none"> Effectively apply a wide range of creative and technical skills, experimentation, and innovation to develop and refine work. Demonstrate advanced use of visual language, technique, media, and contexts to realize personal ideas. Demonstrate independent critical investigation and in-depth understanding of sources to develop ideas convincingly. <p>Vocabulary: Logo and Brand Design: Brand, brand identity, brand image, brand attributes, logo, logotype, serif, sans serif, kerning, logomark, styleguide, moodboard, typography, tracking, leading. Layout: white space, margins, alignment, above the fold, hierarchy, mock up, trim marks, Text, Images and Graphics: Vector, bitmap, resolution, stock photo, patterns, icons. Colors: Palette, CMYK, RGB, Pantone, Gradient, Opacity.</p> <p>Video Game Design: (general game development terms) AAA (Triple-A): Games that are created and released typically by mid-size or major publishers; usually anything that cannot be classified as “indie.”</p>	<p><i>How can ideas for media arts productions be formed and developed to be effective and original? (Create)</i></p> <p><i>How can presenting or sharing media artworks in a public format help a media artist learn and grow? (Present/Produce)</i></p>	4 Weeks
The Worlds We Make - Drawing and Painting Topics: Digital Painting Sketch Up Drawing Portraiture	Create Connect Present	<ul style="list-style-type: none"> Effectively apply a wide range of creative and technical skills, experimentation, and innovation to develop and refine work. Demonstrate advanced use of visual language, technique, media, and contexts to realize personal ideas. Demonstrate independent critical investigation and in-depth understanding of sources to develop ideas convincingly. <p>Vocabulary: Digital painting, Sketch-Up, Portraiture, drawing, proportion, scale, painting, palette, resolution, guide lines, mouse, JPG, JPEG, CMYK, printing, tracing, cropping, perspective, BMP, PSD, Blend modes, mask, layers, . Drawing: portrait, portraiture, self-portrait, landscape, still life, expression, background, foreground, middle ground, culture,</p>	<p><i>What skills are required for creating effective media artworks and how are they improved? (Create)</i></p> <p><i>How are creativity and innovation developed within and through media arts productions? (Present/Produce)</i></p>	4 Weeks

		<p>light, texture, shape, line, space, color, value.</p> <p>SketchUp: drawing, line, 2D, 3D, mouse, polygon, circle, eraser, art, scale, mirror, push/pull, move, components, arrays, rotate, dimension lines, 3D text, look around, position camera, walk, scenes, animation, look around, position camera, walk.</p>		
Independent Study	<p>Create</p> <p>Connect</p> <p>Present</p>	<ul style="list-style-type: none"> Effectively apply a wide range of creative and technical skills, experimentation, and innovation to develop and refine work. Demonstrate advanced use of visual language, technique, media, and contexts to realize personal ideas. Demonstrate independent critical investigation and in-depth understanding of sources to develop ideas convincingly. <p>Vocabulary: Vocabulary: Independent Study, independent, research, proposal, concept, original, demonstrate, presentation</p>	<i>How do media artists use various tools and techniques? (Create)</i>	2 Weeks