

## PHS Continuous Learning Framework

### Week 4

April 27th - May 1



Method of Delivery	Place an X in the Box
Google Classroom ( <a href="#">click here</a> )	X

**NOTE: LOGGING INTO GOOGLE CLASSROOM IS REQUIRED FOR ALL COURSES. THE TWO HOURS OF COURSE MEETING TIME IS EXPECTED TO BE USED AND WORK IS DUE BY FRIDAY.**

Monday  
(A)

Tuesday  
(B)

Wednesday  
(A)

Thursday  
(B)

Friday  
Office Hours

**DIGITAL  
DESIGN AND  
MEDIA**

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**DIGITAL  
PRINTING**

**Learning Objectives:**

- Download and install technology relevant to the subject if needed/desired
- Continue improvement of design skills and practice of professional design technology software
- Creativity Implementation

**Lesson Activities and Assignments:**

### **License Plate Design, Part 2**

Weekly Tasks: License Plate Design  
Real life size: 12"x6"  
Print Resolution

Students will use the following to recreate a design for any state of their choice. Putting themselves in the shoes of a graphic designer for the state of their choice, they will research the state of their choice and recreate a plate from scratch with a design of their liking.

Students are encouraged to use colors, themes and icons from their chosen state to influence their final design.

Students can hand draw, use technology such as Photoshop, Photopea, Google apps or apps from their phone that they have downloaded from their device's respective app store.

	<p><b>Example: Connecticut uses the state colors of blue and white, and many themes are used such as colleges and sports themes, vacation destinations, animals, and other themes. Choose a theme for your state and recreate from scratch.</b></p> <p><b>Check in during your class periods on Google Classroom to receive more tips, information and check-ins towards the successful completion of your project!</b></p> <ul style="list-style-type: none"> <li>- For students with personal desktops and laptops, Adobe CC is available for download. Please follow steps I will post on Google Classroom for instructions how to install. For other students, the continued use of Photopea.com will be acceptable or any image manipulation software you deem useful and appropriate.</li> <li>- Projects are expected to be designed during the two available class period time frames at the student's convenience and are due by Friday for grading and comments/reflection.</li> <li>- Students can hand in the digital versions of their projects (.jpg, .png, .psd are acceptable formats) through Google Classroom.</li> <li>- Again, please make sure they are school appropriate.</li> </ul>				
	A1	B2, B4	A1	B2, B4	X
<b>MEDIA BROADCASTING</b>	<p><b><u>Learning Objectives:</u></b></p> <ul style="list-style-type: none"> <li>-Download and install technology relevant to the subject if needed/desired</li> <li>-Continue improvement of media use and broadcasting skills</li> <li>-Practice of professional design technology software</li> <li>-Creativity implementation</li> </ul>				
	<p><b><u>Lesson Activities and Assignments:</u></b></p> <p>Continue using your devices, school cameras, personal phones/cameras, and laptops/Chromebooks/desktops to develop your weekly shows. Students should be uploading their finished products each week by Friday. Also, be sure to hand in proof of these videos by posting your final YouTube channel link in Google Classroom in the assignment due for the week. Other student video links will be available for viewing.</p>				
	A2	X	A2	X	X