FUNDAMENTALS OF GRAPHIC DESIGN 20S – Course Outline - Ms. Rogalski

Welcome – Bienvenue – Tansi to the graphic design room.

In the graphic arts room we recognize the guiding principles of SVRSS are learning, respect, responsibility and safety. All participants of the learning community are expected to abide by these principles. If these principles are compromised the issue will be addressed at the appropriate level based on the student handbook.

In room 114, students are expected to put forth an honest effort, attend class regularly, arrive on with their course materials.

Students are to demonstrate a respectful, cooperative, responsible attitude and behaviour towards their peers, EAs, SVRSS staff, the school, supplies, materials and myself!

Teacher Information

Teacher - Ms. Amy Rogalski
E-mail arogalski@svsd.ca
Phone Number 204-734-4511
Room – 114

Classroom Routines and Expectations

The Start of Class

Enter the classroom prepared to learn with your required materials
Read the board
Review the agenda for the lesson
Complete any entrance activities
Nothing new? It's a working class
Late? Do the above, you will be filled in on what you have missed.
(Be a ninja, not a circus)
Attendance is taken in the first 10min of class

The Duration of Class

This time is for instruction, demonstration, practice and making.
If you need to leave the room, you must ask the teacher for permission and fill the sign in and sign out sheet by the door.

The End of Class

Remain seated and wait for closing instructions.
Ensure all shared supplies are clean and put away correctly.
Ensure your workspace is clean
The teacher will dismiss you

Course Description

This course introduces students to the field of graphic design. Students will begin to focus on basic design theory, the design process, and their practical application.

Learning areas:

- Describe and apply health and safety practices.
- Demonstrate an awareness of the evolution, technological progression, and emerging trends in graphic design.
- Demonstrate a theoretical understanding of design theory in order to solve design challenges.
- Demonstrate the practical application of graphic design techniques to solve design challenges.
- Identify, select, use, and manage tools, equipment, and materials
- Describe and demonstrate the transferable cross-curricular knowledge and skills relevant to graphic design.
- Demonstrate an awareness of sustainability as it pertains to graphic design.
- Demonstrate an awareness of the ethical and legal standards as they pertain to graphic design.
- Demonstrate employability skills.
- Demonstrate an understanding of the graphic design industry.

Supplies and Materials

Recommended Student Supplies

Sketchbook (min 7" x 10") Mixed Media
Drawing Pencils H, HB, B
Tote

Desktop computers and iPads
Software: Procreate, Adobe Photoshop, Illustrator and In-Design

All materials will be explained and demonstrated. Certain techniques and materials will be supplemented with handouts and SDS as appropriate.

Materials and supplies are to be used respectfully and as intended. Material and supply misuse may result in the loss of materials and supplies or an alternative assignment

Evaluations & Assessments
Assessment categories

Process	35%
Studio Projects	35%
Theory	10%
Final Project	20%

Process Assignments consist of formative and summative assessments; these assignments are designed to build student skills and abilities. These assignments consist of pre-assessments, sketchbook works, technical studies, observational studies, and creative activations.

Studio Projects are summative assessments which are designed for students to demonstrate their learning and skills by applying them into an original work. Projects are a student's demonstration of their cumulative understanding and application of the course content.

Theory is a combination of both formative and summative assessments. Formative assessments for this category include entrance and exit questions, response journals and knowledge checks. Summative assessments are completed through applied questions, tests and research assignments.

Final Projects are a design piece where students utilize and apply their learning of course content and materials to make an original artwork for a summative assessment. This is the equivalent of an exam and occurs towards the end of the semester.

Assessment
A variety of assessment methods are used to determine the level of understanding of art concepts and techniques. These include criteria based rubrics, self and peer-assessment, written reports and research, observation, verbal and written feedback, critiquing, and sharing.

All project instructions will state areas of assessment.

Digital Citizenship
The Graphic Design program will require students to actively work on electronic devices to conduct research, develop their ideas and complete the design process.
Technological resources are not to be used for social media or game launching websites or apps.

Cell phones are not permitted in the graphic design room. If you have reference materials saved on your phone or personal electronic devices, e-mail or upload those materials to teams. You may do this with teacher permission.

Log out of your accounts at the end of class.
Do not open other students' files

Course Summary and Content
This is an introductory course to graphic design and it is structured with the intention to provide students with a sampler experience of graphic design practices as well a base line technique in different software and mediums in preparation for streamed sections of graphic design courses.

- Layout
- Illustration
- Interactive Design
- Portfolio Development

Topics Covered (working list)

- Health and Safe Practices
- Design Theory
- Digital Software Tools and Techniques
    - Image Making
        - Digital
        - Traditional
    - Image Acquisition
- Typography
- Photography
- Layout and Composition
- Printmaking
- Street Art
- Logo Design
- Advertising Elements
- Product Design

Many of these topics interconnect and much of the course content will be scaffolded to build upon skills and allow students to apply their learning.

Lates and Absences
Lates
You are expected to arrive on time for class.
All lates will be documented and parent/guardian contact will be made as appropriate.
Most incidents will require and 1 on 1 conversation with the teacher.

Absences
Attendance is essential to success in the Visual Arts program as it requires instruction, demonstration and time in the classroom to create.
If you are going to be absent from class, you must have your parent/guardian contact the school.
You are accountable for what you miss and must make arrangements with the teacher to catch up.