

Course Syllabus/Year Plan
Graphic Communications Tech 1
Fall 2020 - Spring 2021



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Grade Levels: 9-12
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Course Description: Graphics Communications focuses primarily on Graphic Design, Computer Graphics and it's Philosophy, Industry Techniques, Practice, and Application. This course gives the student the opportunity to explore and experience the different opportunities of the industry, and also seeks to prepare students for employment or post-secondary study in the Graphics and Communications Technology area. There will also be overlap, integration and collaboration with other academic areas with regards to shared "Big Ideas".

Course Expectations: Each quarter the Learner will be expected to attain the Knowledge, Comprehension, and Application of various lesson objectives. One way this will be assessed is that tests and quizzes will be given to check the student's comprehension level. Also, writing assignments, group and individual activities, and observations will be used as a means to assess the learner's knowledge, skill, and ability in the different areas of Arts & Communications. Then creation of designed products and task assessments will be used in assessing a student's progress and knowledge gained. By the end of the course the Learner will be able to apply the knowledge and skills learned in class to relate to outside activities and generalize these skill sets.

Course Rationale: Skills and knowledge gained through **Graphic Design and Graphic Communications Technology** can enhance ALL post graduate goals such as but not limited to college degrees, vocational or technical education and directly entering the workforce. A solid understanding of Graphic Communications and Design will help students be more prepared in creating quality products as well as help them be more creative and effective visual, oral and written communicators. Students will also be familiar with various career paths within the Graphic Design and Communications pathways.

Course Content: Goals and objectives will be reflected upon throughout the year. The learner will gain knowledge, skills, and abilities in the different areas of Graphics and Communications to:

- 1) Understand the importance of keeping the work area safe and clean, ensuring efficient work operations as practiced by the Graphic Communication Industry and OSHA.
- 2) Identify and describe job opportunities within the Graphic and Communications industry.
- 3) Apply job preparation and employment skills required by today's industry standard.
- 4) Employ the concepts of human relations, employability, communication, and leadership skills necessary in the Graphic and Communications/ Vocational Industry.
- 5) Utilize basic academic skills relating to the Graphics and Communication Industry to include but not limited to; reading, writing, social studies, and applied math.
- 6) Utilize and Create Graphic and Communication projects by participating in activities that simulate industry experiences and standards.

Computer Graphic Programs: These are free, online, work with chromebooks, and any device that you can access google chrome.

www.kleki.com (pixel based drawing application, similar to *Adobe Fresco*)

www.pixlr.com (pixlr e version, photo and pixel based manipulation, similar to *Adobe Photoshop*)

www.vectr.com (vector graphic manipulation, similar to *Adobe Illustrator*)

***if you already have Adobe Photoshop, Illustrator or the whole suite, then you may continue using those.

1st Quarter-

- Graphic Communications- steps in creating a design (Design Thinking)
- Elements and Principles of Design (*Continued throughout school year*)
- Logo Design Generation (Camera Ready Line Art)
- Vectors versus Rasterized images (vectr.com vs pixlr.com)
- Copyright and Moral issues
- Career Exploration
- *Safety in the workplace*
- Desktop Publishing- business theme(business logo, letterhead, and Advertisement)Cold composition*

2nd Quarter-

- Cont. Desktop Publishing (Advertisement Project)
- Vinyl Decal Project (Vector graphic adaptation)
- Mouse Pad Project- Emphasize Elements of Design
- Career Exploration
- Screen printing- Introduction, theory, application, and practice *

3rd Quarter-

- Silk screen- continued application and practice (tied in with business theme)
- Gerber Edge-(Vinyl Stickers, Banners, Products, etc...)
- Career Exploration
- Skate Deck Project
- Trucker Cap Project- Emphasize Principles of Design
- Adobe Illustrator Program

4th Quarter-

- Career Exploration in the Graphics and Communication Industry- Brochure Project
- Adobe Illustrator Program
- Online Portfolio
- Independent Projects
- Silk screen Production
- Gerber Edge Production

***Top Projects in these areas may be entered into the HHGE State Graphics Competition**

Activities: Daily Classroom activities will include, but not be limited to:

- 1) Classroom lectures
- 2) Demonstrations
- 3) Group projects
- 4) Individual projects
- 5) Oral Presentations
- 6) Research paper/ Journals/ Article reviews

Safety Requirements:

Students will be given required safety briefings relating to daily work in and out of the classroom. Passing Quizzes for certain projects and activities are mandatory in order to participate.

Student Expectations and Requirements:

- It is the student's responsibility to come to class prepared and ready to work.
- Attendance is a must (Unexcused absences and tardiness will result in a lower grade because so much work is done in class on equipment that cannot leave the classroom)
- It is your responsibility to acquire any missed assignments or homework.
- Class participation and use of good judgment is required during class discussions.
- Problematic behavior and/ or insubordination will not be tolerated. Instructor reserves the right of punishment options.
- Projects and work must be completed by the required deadline. More time may be allotted with instructor consent.

Grades/ Assessment: All work and assignments will be scored on a 100 point system. The course grade will be based on the following percentage breakdown:

75% Test ,Quizzes,Oral Presentations, Group and Individual Projects (Summative Assessments)

25% Formative Assessments

GLO #2 The understanding that it is essential for human beings to work together

- Respect people's feelings, ideas, abilities and cultural diversity
- Cooperates with and helps and encourages other in group situations
- Understands and follows rules of conduct
- Analyzes conflicts and applies methods of cooperative resolution
- Demonstrates responsible and ethical behavior in decision making
- Responsibly implements a solution

GLO #1 The ability to be responsible for one's own learning

- Sets priorities and establishes achievable goals and personal plans for learning
- Plans and manages time and resources to achieve goals
- Monitors progress and evaluates learning experiences
- (Being Professional, Organized, Reliable, and On time)
- Notes / Warm up Writings

Grading Scale:

- A (4)= 90-100
- B (3)= 80- 89
- C (2)= 70- 79
- D (1)= 60- 69
- F (0)= 50- 59

*Extra credit work may be used to raise student grade point average. See instructor for details.

Required Supplies and Materials:

- Folder/ notebook to keep notes, pen or pencil, and loose leaf paper.
- Flash drive or some other type of portable digital memory device to store and backup designs.
- Chromebook, tablet, ipad,or other way to access google classroom, online graphic programs and share pictures/scans of work
- Students will be given advance notice if other supplies may be required to accomplish classroom projects.

Classroom rules:

- **MUTUAL RESPECT-** *Respect yourself, others, and property.* This includes appropriate bodily gestures and language. Treat others as you would like to be treated.
- **BE RESPONSIBLE-** Act responsibly so that you will succeed in learning and bettering yourself and not affect others rights to learn and better themselves. You are ultimately responsible for your success or failure based on your desire to succeed and overcome all obstacles. Be responsible for your own learning.
- **BE PUNCTUAL AND PREPARED-** Just like a job, showing up on time and being prepared to apply yourself to the tasks at hand will affect your success. Increase your chances to succeed by being both punctual and prepared.
 1. *No eating, drinking, or gum chewing near computer terminals.* Dispose of any items before entering or keep items at desks with no computers. Rule may be subject to change depending on student cooperation and trash pick up.
 2. Students shall be in their seats when the tardy bell rings, and stay in seat until attendance is taken. Failure to comply may result in an ABSENT or TARDY mark.
 3. Students will bring their pencil or pen and paper to do their assignments or projects.
 4. Students will not leave the room before the bell rings without permission.
 5. Students will not write or draw on any books, tables, equipment, or building.
 6. Students will clean up their equipment and work area before leaving the classroom
 7. Schoolwear is required, as per Waimea High School policy

****When in person classes resume, Cell Phones will be collected at the beginning of each period and handed back at the end, per WHS policy. Failure to comply will result in confiscation of phone (to be turned into office) and referral and possible detention/suspension.

Please go to the following web address to fill out the required syllabus confirmation and student information.

<https://bit.ly/2020AltoSyl>



ZOOM EXPECTATIONS



BE ON TIME

Wake up early
Log on with
your name a
few minutes
before class



BE IN A QUIET PLACE

Find a quiet
place
Check your
surroundings



BE PREPARED

Computer is
charged
Camera is on
Use headphones
if you have them



PRESENTATION

Wear appropriate
clothing (schoolwear)
Sit up straight
Be in camera view



MUTE YOURSELF

Mute yourself
when your
teacher or
another student
is talking



PARTICIPATION

Be focused
Be attentive
Be an active
participant



CHAT RESPONSIBLY

Raise your
hand to speak
Type your
question in the
chat box



COMMUNICATION

Speak clearly
Look up when
speaking
Stay on topic
(no side conversation)



BE RESPECTFUL

R-E-S-P-E-C-T
Be kind
Be considerate
Sign out

