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 www.menehunegraphics.weebly.com

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". Graphic Design Tech2 emphasizes real world applications creating graphic designs and products for clients.

Course Expectations: Each quarter the Learner will be expected to attain the Knowledge, Comprehension, and Application of various lesson objectives. Tests, quizzes and/or oral presentations will also be given each quarter to assess the students 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 Graphics and Communication. Communication with "clients" to create graphic designs and products will be heavily emphasized and professionalism will also be evaluated.

Course Rationale: SSkills 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 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. All of these contribute to a students ability to succeed in and outside of the classroom.

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.

The goals this year will revolve around the building of an online portfolio to showcase your graphic abilities. Advanced Graphics is also the workhorse of Menehune Graphics and is integral in design and production of various on-campus graphics projects for athletics, clubs, etc.... www.weebly.com will be an integral part of Graphic Design Technology 2

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-
● Design Thinking/Process Revisited (www.vectr.com, www.kleki.com and/or Adobe Illustrator) Emoji Design
● Vector Art cut vinyl sticker design
● Menehune Graphics Shirt Design* (www.pixlr.com , www.vectr.com or Adobe Photoshop or Illustrator)
● Promotional Activities and Products
● Creating a promotional, professional website- www.weebly.com
● School Related Projects
● Independent Projects (Screen printing, designs, stickers, etc…)
● Career Exploration Research Project

2nd Quarter- Projects will vary, depending on if online instruction is continued, or if a blended format for school is started
● Business Cards, Letterhead & Envelopes with Logo*
● Brochure*Career Research Project Continued- Adobe InDesign, Illustrator and Photoshop
● WHS Trucker's "Rule" hat
● Tie Dye (Promote a cause) Multi Color, T-shirt design
● DVD/CD/Album Cover*
● Independent Projects & School related projects

3rd Quarter- Projects will vary, depending on if online instruction is continued, or if a blended format for school is started
● Spot Color Sticker Design/Gerber Edge-(Vinyl Stickers, Banners, Products, etc…)
● Drawing Pad Project (digital pad application)
● Invitations*
● Silk screen- continued application and practice (tied in with business theme) & School Related Projects
● Online Portfolio

4th Quarter- Projects will vary, depending on if online instruction is continued, or if a blended format for school is started
● Zine and/or Brochure
● Career Exploration in the Graphics and Communication Industry
● Independent Project & School Related Projects
● Finalize Online Portfolio
● Silk screen Production
● Gerber Edge Production

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

**Independent Projects, printing duties and workload may be adjusted individually based on club or athletic supporter projects and based on individual talents, interests and strengths. These may be substituted with mandatory projects with instructor approval.

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 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 not leave the room before the bell rings without permission.
    4. Students will not write or draw on any books, tables, equipment, or building.
    5. Students will clean up their equipment and work area before leaving the classroom
    6. 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.

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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