**Graphic Design 1**

**COURSE DESCRIPTION:**

In Graphic Design I students will explore two-dimensional and three-dimensional real-world applications of design. After acquiring a historical context of graphic design, students will develop skills in artistic perception, critiquing, and application of design strategies through experiences that emphasize solving visual art problems.  Students will develop an awareness of historical trends in design, themes and subject matter from diverse times, places and cultures.  Art criticism experiences will further develop a student’s ability to see how their personal life affects their interpretations of design.  All experiences will focus on developing perception and application of the elements of art and principles of design through contemporary design applications.

**INSTRUCTOR:**    Mr. Ramirez

**CLASS LOCATION:**     Century High School

**E-MAIL**:    steven.ramirez@sausd.us

**CLASS HOURS:**     Monday through Friday - 8am to 3pm

**COURSE GOALS:**

The goals of the course are to have students understand the impact and role of visual art and design has on a their society and culture. To stimulate creativity through a variety of two-dimensional and three-dimensional media as they apply artistic processes and skills to create designs that demonstrate their ability to effectively communicate their design purpose.  To have students process, respond to, and judge design works using their knowledge of the elements of art and the principles of design.  To develop an understanding of the role and development of art and design through historical and cultural context. Finally, to have students relate design concepts and processes to their own life experiences.

**COURSE OBJECTIVES:**

Students will develop perception and analysis skills as they examine works of art and design using the elements of art and principles of design as their core vocabulary. They will demonstrate these skills through written critiques and oral presentations of their own work and the work of others. Artistic Perception Strand

Students will use the computer as their primary tool to create expressive designs that apply the elements of art and principles of design. They will solve design problems that are based on real-world design applications and create designs that demonstrate their ability to effectively communicate their design purpose. Creative Expression Strand

Student will acquire an understanding of the historical and cultural development of graphic design in America and other major countries and how it influences the design of today. They will examine similarities and differences in design from various time periods and analyze what factors influenced their findings. They will examine factors of politics, technology, and economics. Historical and Cultural Context Strand

Students will employ the conventions of art criticism to formulate and support a position regarding the aesthetic value of a specific design.  They will examine their own personal beliefs, cultural traditions, and current social, economic, and political contexts and articulate how they may influence their interpretation of the work. Aesthetic Valuing Strand

Students will apply what they have learned in the visual art and the design process to other aspects of their lives. They will discover how their creative skills in problem solving, communication, and management of time can be applied to all education subjects and careers. They will examine different career opportunities in graphic design and the characteristics needed to be successful as a designer. Connections, Relationships, and Applications Strand

**GRADING CRITERIA**:

The final grade for the course will be based on the following point system (points=percentages):

A = 90-100    D = 60-69    1.  Attendance\*    5.  Career Preparation report

B = 80-89    F = <60    2.  Lab Assignments    6.  Final Presentation

C = 70-79    I = Incomplete (no credit    3.  Class Participation\*    7. Homework\*\*

        4.  Projects    8. Other assignments

**\*Attendance and class participation are also a part of citizenship.**

**\*\* 1 hour a week for a C, 2 hours a week for a B and 3 hour a week for an A**

**STUDENT ATTENDANCE POLICY**:

Your attendance and participation is expected in each class. All absences must be cleared within two (2) days, otherwise it will be considered an unexcused absence. Five or more unexcused absences will result in an Incomplete (I).

**WRITTEN WORK POLICY:**

Written work should be organized and in complete sentences.  Any written assignment must be typed.  Points will be deducted for incorrect spelling and improper grammar.  Cheating and plagiarism will not be tolerated. A zero will be the grade for that test or assignment for all students involved.

**COMPUTER LAB/CLASSROOM PROCEDURES:**

Santa Ana Unified School District has made a substantial effort in providing students with appropriate computer facilities and services to enhance student learning.  Each student must accept responsibility in the use of the facilities and obey the policies and procedures of the district.

Eating and drinking and cell phones are ***not*** allowed in any classroom.  When using the Computer Lab you should first scan your disk for possible viruses.  Web chatting and computer games are not allowed in the Computer Lab.  Sexually explicit material or messages that may be offensive to others will not be tolerated.  If a student maliciously tampers with the computer hardware or software configurations, then that student will be dismissed from the class and receive a failing grade for the course.

**EXPECTATIONS FOR CLASSROOM PROCEDURES**

As students will be expected to participate in a professional manner, regardless of the subject.  In order to help you achieve the skills necessary to ready yourself for college or the workplace after high school, we have some basic tools and activities that we will expect you to commit to in order to be successful students.

* **Warm-Up activities**- At the beginning of each class, in every subject, you will be expected to enter the classroom, sit in your seat and immediately begin on the warm-up activity that your teacher has prepared for you for the day.  You WILL be graded on your participation on the warm-up activities.
* **Common Vocabulary**- In every one of your classes, you will be using common vocabulary so that you will have an opportunity to expand your knowledge of academic language.  You may be doing a number of activities, quizzes, or homework assignments revolving around these vocabulary terms.

**LATE WORK**- 10% marked down for each day late.

**CLASSROOM AGREEMENT**

I have read & reviewed the Course Syllabus/Classroom Agreement and Course Schedule.  
  
I understand and agree with the rules and expectations set forth in the contract provided.  Please fill in all information sign, date, and return form to your teacher.    
  
Thank you and I look forward to working with you this semester.  
  
  
Student Name:  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_    ID#\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
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Preferred Contact Option – Check One or All  
  
Telephone:      (      ) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (   ) Voice Call or (   ) Text   
  
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