



**Graphic Design
Forge Christian High School**

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Phone:**

Prerequisite:

Preferably Art I (Class enrollment is limited.)

Corequisite (HS):

COURSE DESCRIPTION

As students worship God through the arts, they will discover that God is the ultimate source of creativity in every art form. Students will realize as they participate in these forms of expression, that they can affect the world for Christ by revealing His Word and communicating His truth. In this way, students will gain an appreciation for and readily recognize truly fine art in all forms.

The primary purpose of Technology education is to equip students with the skills to use multiple platforms of technology. Technology provides programs and tools to allow for organization, inquiry-based learning, and problem-solving strategies. We seek to prepare students for technological expectations in both academic and professional settings. Students need to be instructed on the appropriate use of technology, and the wisdom of using technology as a positive tool. Students will be taught to avoid anything unwholesome on the internet. Rather, technology will be a vehicle that will allow the students to create and learn in accordance with the gifts that God has given them.

STUDENT LEARNING OUTCOMES

- o Prepare students to work as visual thinkers and communicators using a variety of traditional print and emerging electronic media.
- o Create posters, promotional pieces and other various design projects.
- o Explore composition, typography, photography, and illustration.

Course Organization

Short Instructions of different tools within the programs. Guided practice with short tutorials online and in person. Weekly Projects with deadlines to meet, proofs and peer critiques. Everything will be turned in online in Microsoft Office Onenote.

Required Textbook and Resources

All Computers and software will be provided by the school within the Mac Lab. NO Text books. We will use online tutorials. Youtube and Adobe.

FACTS/RenWeb

Students are expected to check FACTS/RenWeb daily for all homework and assignments, as well as to check their grade which will be updated every Wednesday morning. Students should have logged on and ensured they can access their account on FACTS/RenWeb by the second class to avoid any technological issues.

Summary of Assignments and Grading

Activity	%age
Projects	60
Classwork	20
Participation	20

Explanation of Assigned Activities

Students will be expected to handle Google search engine and Youtube maturely. Any inappropriate viewing, music, or playing of online games is prohibited. First offense will result in loss of daily participation points. Recurring offenses may result in removal and failure of the class. Students will be expected to follow tutorials and create unique pieces with the tools and activities taught in the tutorial. Students are assigned projects with deadlines to meet. If those deadlines are not met it will result in a drop in their grade. Students will have to accept peer and teacher critiques and make changes to their work accordingly to earn full credit.

Grading

- A 89.5%- 100%**
- B 79.5%-89.49%**
- C 69.5%-79.49%**
- D 59.5%-69.49%**
- F 59.49% and below**

Policy on Late or Missed Assignments and Make-Up Work

Absences are very challenging for this course, as most students do not have access to the programs outside of the classroom. Lost time will need to be made up during class time with the occasional possibility to get work done during the WIN class period if there is a teacher in the lab.

Policy on Attendance

Students are expected to be in attendance for each scheduled class. If an illness or emergency arises, please contact the professor/instructor as soon as possible.

Policy on Electronic Devices

Students may take notes on computers or tablets. Use of cell phones is not permitted during class. If the class is in discussion, electronic devices must be put away. The professor/instructor may request you to put away electronic devices at his/her discretion in order to best serve the class.

Academic Integrity

In the pursuit of academic excellence and of the development of Christian character, students must adhere to high standards of academic integrity. Academic integrity includes refraining from fabrication (lying), plagiarism (copying another person's work and representing it as one's own), multiple submission of work without faculty permission, copying material found on the internet or generated by artificial intelligence (AI) and representing it as your own, obtaining unfair advantage, cheating on tests, obtaining unauthorized access to academic or administrative records, or aiding or abetting other students in acts of dishonesty.

Even when crediting a source, language "lifted" from a reference without quotation marks may be considered plagiarism. Plagiarism is unethical and illegal, and it may result in failing the course or expulsion from the university.

Course Evaluation

Toward the end of the semester, you are given the opportunity to evaluate this course and me. Please do so honestly. The evaluations help me in fine tuning the course to provide a better learning environment. Thank you.

Role of Final Exam in the Course:

There will be NO Final Exam in this course.

Topics covered in the course:

We will use the following Adobe programs: Photoshop; Illustrator; and Indesign

1st Quarter:

Focus on Illustrator (Particularly) Marketing, Branding and Logo design

2nd Quarter:

We will focus on Photoshop (particularly) Clipping masks and AI selection tool to remove, add, and stitch images together