

Visual Arts: Computer Graphics				
Essential Learning	SSS Code	Projects	18 Week Timeline	36 Week Timeline
Demonstrate an understanding of the relationship between Computer Graphic art and everyday life. What is Computer Graphic Art?	VA.E.1.4.2	Introductory discussion Art History Lesson Locate and describe art in the community Teach students how to save	2 Days at the beginning of the course On going	2 Days at the beginning of the course On going
Compare and contrast cultural and historical connections in Computer Graphic Art	VA.E.1.4.2	Art History Lesson. Relate contemporary and historical treatments of subject matter as a springboard to create an original artwork	1 Day at beginning of course. Beginning of each lesson	1 Day at beginning of course Beginning of each lesson
Evaluate the outcome of the student's art process (Evaluate the impact and effectiveness of their own work in view of their original creative concept)	VA.A.1.4.3 VA.D.1.4.1	Self evaluation Teacher Evaluation Class Critique	1/2 Day at beginning of course Completion of each lesson	1 Day at beginning of course Completion of each lesson
Use the elements and principles of design in creating Computer Graphic works of art	VA.B.1.4.4	Create: Computer graphics and animations that emphasize the elements and principles of art	2 Weeks Ongoing	3 weeks Ongoing
Demonstrate the use of equipment peripheral devices and materials in a safe manner	VA.A.1.4.1 VA.A.1.4.2	Use computers, digital cameras, scanners to create computer graphics	1/2 Day at beginning of course. Beginning of each lesson	1/2 Day at beginning of course. Beginning of each lesson
Produce drawings on the computer itself (or drawings that can be scanned into the computer) from imagination or real life observations	VA.A.1.4.3 VA.A.1.4.4	Produce: Computer graphics that are objective and non objective	Beginning of each project	Beginning of each project
Create and manipulate computer graphic images that communicate ideas through formal, expressive and conceptual elements	VA.B.1.4.2 VA.A.1.4.1	Create: Posters, Banners, Cards, Magazine covers, and/or animations	1 week for each project	2 Weeks for each project
Demonstrate the understanding of color theory by making computer graphics that are made for the screen and the web, as well as, printed works	VA.A.1.4.1	Create computer graphics and animations for inclusion on a web page and then print it out	1 Week	2 Weeks
Explores a variety of computer graphics techniques through works of art	VA.B.1.4.4 VA.A.1.4.1	Students work through assorted tutorials	1 Week for 2-3 tutorial	2 –3 weeks for 2-3 tutorials
Record and use appropriate art and computer graphics vocabulary.	VA.A.1.4.1	Students write definitions in notebook and use the terminology in class	Ongoing- at beginning of each project	Ongoing- at beginning of each project
Produce exhibition quality computer graphic art work to be shown in school and community art shows	VA.E.1.4.1	Select pieces for area shows and have every student print piece to show in the school	Ongoing- 1 day for each project completed	Ongoing- 1 day for each project completed