

Visual Arts: Multimedia Design				
Essential Learning	SSS Code	Projects	18 Week Timeline	36 Week Timeline
Demonstrate an understanding of the relationship between Multimedia Design art and everyday life. What is Multimedia Design?	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
Demonstrate knowledge of major technological and historical trends and events in the development of multimedia technologies and their impact on mass media	VA.E.1.4.1-3	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
Demonstrate the use of multimedia processes and techniques to create images and presentations that reflect the elements and principles of design in the composition of each part of the presentation video, or web	VA.A.1.4.4 VA.B.1.4.2	Create: Computer graphics 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 to be used in presentations, video and the web	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: Story boards and computer graphics for screens in presentations	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: Screens for titles and pages for presentations, or screens for video or web use	1 week for each project	2 Weeks for each project
Demonstrate the understanding of color theory by making computer graphics that are made for video and the web, as well as, printed works	VA.A.1.4.1	Create computer graphics for inclusion in video or on a web page and then print it out	1 Week	2 Weeks
Explore a variety of multimedia design and video 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 tutorials	2 –3 weeks for 2-3 tutorials
Record and use appropriate art and multimedia design vocabulary.	VA.A.1.4.1 VA.A.1.4.2	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 multimedia art work	VA.E.1.4.1	Select pieces used on	Ongoing- 1 day	Ongoing- 1 day

to be shown on daily morning show, on web pages and in film shows		morning show, web pages and in film festivals	for each project completed	for each project completed
---	--	---	----------------------------	----------------------------