Overview: In this unit, Students will further develop their understanding of file types and their influence on industry graphic standards.

Overview	Standards	Unit Focus	Essential Questions
<u>Unit 4</u> File Type, Storage & Industry Standard Ethics	1.2.12acc.Cr1c 1.2.12acc.Cr2b 1.2.12acc.Pr4a 1.2.12acc.Pr5a 1.2.12acc.Pr5c 1.2.12acc.Pr6a 1.2.12acc.Re8a 1.2.12acc.Re8a	 Students will be able to use various file types in order to create a product or solve a design problem. Students will be able to demonstrate an understanding of the ethics behind protecting digital property. The concept of file type as it relates to resolution and storage will be further explored because industry standards continuously change. Students will decipher and demonstrate how different file types, whether vector or raster, are handled within each software. Decipher and demonstrate the relationship between color modes and file type. 	 How can I apply my graphic skills to other industry related fields? How can I protect my work? What file types shall I save my files as? What is the difference between vector and raster graphics? What do color modes have to do with file formats? What is an indexed file?
Unit 4: Enduring Understandings	infiltrate To prote Vector g Color m An inde	dge of file types and classifications, such as compressed vs. non-compressed, es all software, not just graphic software. ect work, save the file using a compressed format. graphics are used for print media and raster graphics are used for web graphics. nodes also are a contributing factor when choosing file formats. exed file only contains the colors used within the artwork and does not include er colors within the RGB or CMYK gamut.	

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			Pacing	
Curriculum Unit 4		Standards		Unit Days
Unit 4:	1.2.12acc.Cr1c	Critique plans, prototypes, constraint of resources, and production processes considering purposeful and expressive artistic intention and personal aesthetic.	1	
File Type, Storage &	1.2.12acc.Cr2b	Critique plans, prototypes, constraint of resources, and production processes considering purposeful and expressive artistic intention and personal aesthetic.	2	
Industry Standard Ethics	1.2.12acc.Pr4a	Integrate various arts, media arts forms and academic content into unified media arts productions that retain thematic integrity and stylistic continuity, such as transmedia productions.	3	
	1.2.12acc.Pr5a	Demonstrate effective command of artistic, design, technical and soft skills in managing and producing media artworks.	6	
	1.2.12acc.Pr5c	Demonstrate the skillful adaptation and combination of tools, styles and techniques to achieve specific expressive goals in the production of a variety of media artworks.	6	29
	1.2.12acc.Pr6a	Curate and design the presentation and distribution of media artworks through a variety of contexts, such as mass audiences and physical and virtual channels.	4	
	1.2.12acc.Re8a	Analyze the intent, meanings and influence of a variety of media artworks, based on personal, societal, historical, and cultural contexts.	3	
	1.2.12acc.Cn11b	Critically investigate and ethically interact with legal, technological, systemic, and vocational contexts of media arts, considering ethics, media literacy, digital identity, and artist/audience interactivity.	2	
		Assessment, Re-teach and Extension	2	

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Unit 4 Grade 10-12		
Enduring Understanding	Indicator #	Performance Expectation
Media arts use a variety of sources such as imagination and creative processes to inspire and transform concepts and ideas into artistic expression.	1.2.12acc.Cr1c	Critique plans, prototypes, constraint of resources, and production processes considering purposeful and expressive artistic intention and personal aesthetic.
Media artists plan, organize and develop creative ideas that can effectively realize the artistic intent and communicate meaning	1.2.12acc.Cr2b	Critique plans, prototypes, constraint of resources, and production processes considering purposeful and expressive artistic intention and personal aesthetic.
Media artists integrate various media and content to develop complex, unified artworks through a process of creation and communication.	1.2.12acc.Pr4a	Integrate various arts, media arts forms and academic content into unified media arts productions that retain thematic integrity and stylistic continuity, such as transmedia productions.
Media artists require a range of skills and abilities to creatively solve problems.	1.2.12acc.Pr5a	Demonstrate effective command of artistic, design, technical and soft skills in managing and producing media artworks.
Media artists require a range of skills and abilities to creatively solve problems.	1.2.12acc.Pr5c	Demonstrate the skillful adaptation and combination of tools, styles and techniques to achieve specific expressive goals in the production of a variety of media artworks.
Media artists present, share and distribute media artworks through various social, cultural, and political contexts.	1.2.12acc.Pr6a	Curate and design the presentation and distribution of media artworks through a variety of contexts, such as mass audiences and physical and virtual channels.
Interpretation and appreciation of an artwork and its media require consideration of form, context and personal experience. Analysis of media artworks provides clues to their expressive intent.	1.2.12acc.Re8a	Analyze the intent, meanings and influence of a variety of media artworks, based on personal, societal, historical, and cultural contexts.

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Understanding connections to varied contexts and daily life enhances a media artist's work.	1.2.12acc.Cn11b	Critically investigate and ethically interact with legal, technological, systemic, and vocational contexts of media arts, considering ethics, media literacy, digital identity, and artist/audience interactivity.
		artist addictice interactivity.

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Unit 4 Grade 10-12		
Teacher Created Formative Assessments • Shooting Assignments • Terminology Quizzes • Design Projects • Tutorial exercises and packets • Pre-planning thumbnail sketches Teacher Created Summative Assessments • End of Unit Exams • Mid-term Exams • Final Exams • Portfolio Review	 Alternative Assessments: Group Critiques of student work consisting of round robin style class discussions. Conduct short research projects on the cultural origins of photographic and graphic design including analysis and reflection. Use technology to create a slide show end of year portfolio presentation Observe online master videos of graphic and photographic methods and techniques followed by round robin style group discussion. Using a partner to intermittently review work and give feedback. 	

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Unit 4: File Type, Storage & Industry Standard Ethics

Resources	Activities
Textbooks: Adobe, Adobe Photoshop CC: Classroom in A Book, Adobe Press Adobe, Adobe Illustrator CC: Classroom in A Book, Adobe Press Adobe, Learn Adobe InDesign CC, Adobe Press Digital Imaging Software: • Adobe Creative Cloud: Illustrator • Adobe Creative Cloud: Photoshop • Adobe Creative Cloud: InDesign Other Software: • • G Suite (Classroom, Docs, Sheets) • Microsoft Office (Word, Power Point) • Internet Browsers (Chrome, Safari) • PC Browsers (Finder, Explorer) • Prezi Diversity, Equity & Inclusion Educational Resources https://www.nj.gov/education/standards/dei/	 Teacher will review and students will use tools, viewing aides, palettes. The student will edit images using layering, color correction techniques and selections. Students will watch online videos and complete accompanying teacher created tutorials. Students will be demonstrate an understanding of art methods through the creation and editing of design projects, including both web & print graphics. Students will select and embed typography into each design project by using the software to edit, enhance and integrate seamlessly into their art. At the start of each new software, students are to complete tutorial "packets" demonstrating basic software tools and functions. For all design projects, students will complete the following design process: sketch, create, critique and revisit if necessary. Students will demonstrate an understanding of logo design by studying famous logos and then creating their own that is to be printed at three different sizes showing their effectiveness regardless of scale. Students will design and create a dramatic invitation suitable for a celebratory event. Students will design and create a multi-segmented design suite following a motif of either travel or music driven by their passion. As per teacher approval, the suite contains a postcard, travel brochure, flyer and scrapbook for travel. For music, students will create a CD cover, program cover, flyer and also a scrapbook. For the travel/music suite, students also create a display of all products using a format of their choice. Students will design and create a 4 paneled postal stamp plate block. Towards the end of the class, students will create a portfolio highlighting their strongest work from throughout the school year.

Instructional Best Practices and Exemplars				
1. Identifying similarities and differences	6. Cooperative learning			
2. Summarizing and note taking	7. Setting objectives and providing feedback			
3. Reinforcing effort and providing recognition	8. Generating and testing hypotheses			
4. Homework and practice	9. Cues, questions, and advance organizers			
5. Nonlinguistic representations	10. Manage response rates			
	9.1 Personal Financial Literacy, 9.2 Career Awareness, Exploration, Preparation and Training, 9.3 21 st Century Life and Careers & 9.4 Life Literacies and Key Skills			
9.2.12.CAP.2:				
Develop college and career readiness skills by participating in opportunities such a	as structured learning experiences, apprenticeships, and dual enrollment programs.			
9.2.12.CAP.3:				
Investigate how continuing education contributes to one's career and personal grow	wth.			
9.2.12.CAP.10:				
Identify strategies for reducing overall costs of postsecondary education (e.g., tuit	on assistance, loans, grants, scholarships, and student loans).			
9.3.12.AR.6				
Evaluate technological advancements and tools that are essential to occupations within the Arts, A/V Technology & Communications Career Cluster.				
9.3.12.AR-VIS.1				
Describe the history and evolution of the visual arts and its role in and impact on society. 9.3.12.AR-VIS.2				
	nunicate and express ideas			
9.3.12.AR-VIS.3	Analyze how the application of visual arts elements and principles of design communicate and express ideas.			
Analyze and create two and three-dimensional visual art forms using various medi	, 19			
9.4.12.CI.1:				
Demonstrate the ability to reflect, analyze, and use creative skills and ideas (e.g., 1.1.12prof.CR3a).				
9.4.12.CI.2:				
Identify career pathways that highlight personal talents, skills, and abilities (e.g., 1.4.12prof.CR2b, 2.2.12.LF.8)				
9.4.12.CT.1:				
Identify problem-solving strategies used in the development of an innovative product or practice (e.g., 1.1.12acc.C1b, 2.2.12.PF.3).				
9.4.12.DC.1:				
Explain the beneficial and harmful effects that intellectual property laws can have on the creation and sharing of content (e.g., 6.1.12.CivicsPR.16.a).				
9.4.12.IML.1:				
Compare search browsers and recognize features that allow for filtering of information.				

9.4.12.TL.1:

Assess digital tools based on features such as accessibility options, capacities, and utility for accomplishing a specified task (e.g., W.11-12.6.).

The implementation of the 21st Century skills and standards for students of the Winslow Township District is infused in an interdisciplinary format in a variety of curriculum areas that include, English language Arts, Mathematics, School Guidance, Social Studies, Technology, Visual and Performing Arts, Science, Physical Education and Health, and World Language.

Additional opportunities to address 9.1, 9.2 & 9.4:

Philadelphia Mint

https://www.usmint.gov/learn/kids/resources/educational-standards

Different ways to teach Financial Literacy.

https://www.makeuseof.com/tag/10-interactive-financial-websites-teach-kids-money-management-skills/

Modifications for Special Education/504

Students with special needs: The students' needs will be addressed on an individual and grade level using a variety of modalities. Accommodations will be made for those students who need extra time to complete assignment. Support staff will be available to aid students related to IEP specifications. 504 accommodations will also be attended to by all instructional leaders. Physical expectations and modifications, alternative assessments, and scaffolding strategies will be used to support this learning. The use of Universal Design for Learning (UDL) will be considered for all students as teaching strategies are considered.

- Small group instruction and demonstration
- Electronic, printed and verbal instruction
- One-on-one demonstration
- Leveled informational texts and videos via online
- Modeling and guided practice
- Read directions aloud
- Repeat, rephrase and clarify directions
- Extended time as needed
- Break down assignments into smaller units
- Provide shortened assignments
- Modify testing format
- Preferential seating
- Graphic organizers
- Study guides, study aids and re-teaching as needed

Modifications for At-Risk Students

Formative and summative data will be used to monitor student success. At first signs of failure, student work will be reviewed to determine support. This may include parent consultation, basic skills review and differentiation strategies. With considerations to UDL, time may be a factor in overcoming developmental considerations. More time will be made available with a certified instructor to aid students in reaching the standards.

- Contact parents, guidance & child study if students are in danger of failing.
- Provide an assignment sheet with step-by-step instructions as well as specifications for each project.
- Provide design templates.
- Provide study guides.
- Provide extended time for written assessments.
- Extended time as needed
- Read directions aloud
- Assist with organization
- Use of computer to create, edit and store student work.
- Emphasize/highlight key concepts
- Recognize success
- Provide timelines for work completion
- Break down multi-step tasks into smaller chunks
- Provide copy of class notes and graphic organizer

English Language Learners	Modifications for Gifted Students
 All WIDA Can Do Descriptors can be found at this link: https://wida.wisc.edu/teach/can-do/descriptors Grades 9-12 WIDA Can Do Descriptors: Listening Speaking Reading Writing Oral Language Students will be provided with accommodations and modifications that may include: Relate to and identify commonalities in Digital Design studies in student's home country Use sentence/paragraph frames to assist with writing. Work with a partner to develop and understand written and design projects Provide extended time for written responses. Assist with organization Use of computer for quick translation Emphasize/highlight key concepts Teacher Modeling Peer Modeling Label Classroom Materials - Word Walls 	 Students excelling in mastery of standards will be challenged with complex, high level challenges related to the topic. Raise levels of intellectual demands Require higher order thinking, communication, and leadership skills Differentiate content, process, or product according to student's readiness, interests, and/or learning styles Provide higher level texts Expand use of open-ended, abstract questions Critical and creative thinking activities that provide an emphasis on research and in-depth study Enrichment Activities/Project-Based Learning/ Independent Study Additional Strategies may be located at the links: Gifted Programming Standards Webb's Depth of Knowledge Levels and/or Revised Bloom's Taxonomy REVISED Bloom's Taxonomy Action Verbs

Interdisciplinary Connections

ELA

NJSLSA.SL1 Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively.

NJSLSA.SL2 Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

NJSLSA.R7. Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words.

NJSLSA.R10. Read and comprehend complex literary and informational texts independently and proficiently with scaffolding as needed.

NJSLSA.W4. Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience

RI.9-10.1 Accurately cite strong and thorough textual evidence, (e.g., via discussion, written response, etc.) and make relevant connections, to support analysis of what the text says explicitly as well as inferentially, including determining where the text leaves matters uncertain.

RI.9-10.2 Determine a central idea of a text and analyze how it is developed and refined by specific details; provide an objective summary of the text.

W.9-10.6 Use technology, including the Internet, to produce, share, and update individual or shared writing products, taking advantage of technology's capacity to link to other information and to display information flexibly and dynamically.

SL.9-10.5 Make strategic use of digital media (e.g., textual, graphical, audio, visual, and interactive elements) in presentations to enhance findings, reasoning, and evidence and to add interest.

SL.9-10.6 Adapt speech to a variety of contexts and tasks, demonstrating command of formal English.

RI.11-12.1 Accurately cite strong and thorough textual evidence, (e.g., via discussion, written response, etc.), to support analysis of what the text says explicitly as well as inferentially, including determining where the text leaves matters uncertain.

RI.11-12.2 Determine two or more central ideas of a text, and analyze their development and how they interact to provide a complex analysis; provide an objective summary of the text.

Integration of Computer Science and Design Thinking NJSLS 8

8.1.12.CS.3: Compare the functions of application software, system software, and hardware.

8.1.12.DA.2: Describe the trade-offs in how and where data is organized and stored.

8.2.12.ITH.3: Analyze the impact that globalization, social media, and access to open source technologies has had on innovation and on a society's economy, politics, and culture.

8.2.12.NT.2: Redesign an existing product to improve form or function.