

# Chino Valley Unified School District

## Jr. High School Course Description

CONTACTS	
<b>1. School/District Information: Canyon Hills</b>	School/District: Chino Valley Unified School District Street Address: 5130 Riverside Dr., Chino, CA 91710 Phone: (909) 628-1201 Web Site: chino.k12.ca.us
<b>2. Course Contact:</b>	Teacher Contact: Charlie Hemsley Position/Title: Computer/Technology Teacher Phone: (909) 464-9938 E-mail: charlie_hemsley@chino.k12.ca.us
A. COVER PAGE - COURSE ID	
<b>1. Course Title:</b>	Introduction to Digital Design
<b>2. Transcript Title/Abbreviation:</b>	Intro Digital Design
<b>3. Transcript Course Code/Number:</b>	3173
<b>4. Subject Area/Category:</b>	Elective
<b>5. Grade level(s):</b>	8
<b>6. Is this course classified as a Career Technical Education course:</b>	Yes
<b>7. Date of Board Approval:</b>	June 11, 2015
<b>8. Brief Course Description:</b> In this course students will learn photo manipulation and basic drawing techniques using professional programs such as: Adobe Photoshop, Adobe Illustrator, InDesign, Flash, and Dreamweaver. Students will gain an understanding of the different components which comprise of digital citizenship as well the in-depth knowledge of the legal issues surrounding copyright, plagiarism, cyberbullying, and cyber safety.	
<b>9. Prerequisites:</b>	Basic computer skills.
<b>10. Context for Course:</b> This course will provide a foundation and expose students to high-demand careers in the creative arts fields such as: Advertising, Publishing, Film Industry, Web Design, and/or Digital Art.	
<b>11. History of Course Development:</b> Introduction to Digital Design rises out of a need for students that have creative art abilities to express themselves and to start preparing themselves for a career in the Creative Arts. Digital design is a competitive field and early exposure to learning professional tools will provide students with a distinct advantage. This course will serve a foundational level course for students seeking to take advanced level courses in high school.	
<b>12. Supplemental Instructional Materials:</b>	Instructional material provided by teacher.
B. COURSE CONTENT	
<b>Course Purpose:</b> The purpose of this course is to teach students in the area of the visual arts and prepare them for the field of advertising, magazine publication, the movie industry, gaming, and web design. Students will use professional tools of the trade, mainly Adobe Suite (Photoshop, Illustrator, InDesign, Flash, Dreamweaver, etc.). These are highly desired skills in the media industry and give students a great opportunity to be ready for a career in a very lucrative and growing field.	
<b>Course Guide:</b> <ul style="list-style-type: none"> <li>Illustrator: Basic tool use of brushes, pens, coloring, drawing clip art figures, fill of colors using swatches, outlining, and scene layout.</li> <li>Photoshop: Picture manipulation, effects, selection tools, cut and paste into various layers, and saving file types.</li> <li>InDesign: Magazine layout using text and photographs, flow, fonts, headers, clip art, and overall design.</li> <li>Flash: Animation of drawings using various types of files.</li> </ul>	

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- Dreamweaver: Web design; HTML page layout, inclusion of art, text, photos, and animation. Various other online tools used for design in the creative arts.
- Digital Citizenship: Introduction to copyright law and fair use and digital footprint and internet security.

**Instructional Methods and/or Strategies:**

Instructional methods will be based on using the students' natural desire to express themselves through creative art. Students will be exposed to the actual usage of art in the media industry and then introduced to the methods of how to create art. Using examples of types of media students already use, such as games on their phones and online media such as web sites that include interactive games and advertisements, students will be motivated to learn the tools necessary to create such applications.

**Assessment Including Methods and/or Tools:**

All assessments will be project based. Everything the students design and make will show their skills in what they have learned. Students will have several projects for every program used. Students will need to complete projects to be given a satisfactory grade. A rubric will be used to determine at what level the project should be graded.