

New Milford High School

Course Requirements and Proficiencies for Introduction to Graphic Arts *(Introduction to Computerized Graphics)*

Given current school/class attendance regulations and the school discipline code, both of which set limits under which students can earn marks and credit in a course, and

Given units of study involving:

- Principles of Graphic Design
- Computer Applications
- Silk-screen/Direct printing
- Offset printing
- Word Processing
- Data Base Research
- Multimedia Presentation
- Desktop publishing
- Image Manipulation
- Internet Usage/Web 2.0 Applications
- Web Site Design
- Digital Photography/Video
- Shop safety
- Employment opportunities

It is standard for students to be able to:

- demonstrate safe work habits in all classroom activities
- care for and maintain all equipment in graphic arts
- develop a good attitude toward the wise use of materials
- develop skills in using selected computer software
(Adobe Indesign , Adobe Photoshop, Adobe Illustrator,
iWeb, Safari, Microsoft Word/Powerpoint, iPhoto, iMovie)
- utilize skills to design, layout and print jobs via the computer (iMac)
- identify with basic web 2.0 techniques
- demonstrate care in cleaning and maintaining equipment in the appropriate fashion
- relate occupational opportunities in the Graphic Arts field

The minimal average of 70% or a mark of “D” as determined by the required marking procedures of: class participation, quizzes, tests, skill development, and project work is needed over the duration of the course in order to pass the subject and earn credit.

The following types of data and weightings will be used in determining your marking period grade:

Exercises & Projects:	25%
Class participation:	25%
Mid Marking Period Project:	25%
End Marking Period Project:	25%

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Course Requirements and Proficiencies for Advanced Desktop Publishing

Given current school/class attendance regulations and the school discipline code, both of which set limits under which students can earn marks and credit in a course, and

Given units of study involving:

- advanced principles of graphic design
- advanced principles of layout
- Advanced usage of Adobe Indesign to develop professional layouts
- Advanced usage of Adobe Photoshop for image editing and manipulation.
- Advanced usage of Adobe Illustrator for advanced layouts.
- Introduction of Plugin applications for Adobe CS4
- Continued usage of portfolios
- Shop safety
- Employment opportunities
- Advanced printing/monitor calibration techniques

It is standard for students to be able to:

- demonstrate safe work habits in all classroom activities
- care for and maintain all equipment in graphic arts
- develop a good attitude toward the wise use of materials
- develop skills in using selected computer software (Adobe CS4 InDesign/PhotoShop/ Illustrator/various plugins)
- develop advanced skills in Desktop Publishing, Image Manipulation and Print Design as per today's industry standard.
- utilize skills to design and layout jobs via the computer (iMac)
- advanced internet techniques/web 2.0 applications using Safari
- demonstrate care in cleaning and maintaining equipment in the appropriate fashion
- relate occupational opportunities in the Graphic Arts field

The minimal average of 70% or a mark of "D" as determined by the required marking procedures of: class participation, quizzes, tests, skill development, and project work is needed over the duration of the course in order to pass the subject and earn credit.

The following types of data and weightings will be used in determining your marking period grade:

Exercises & Projects:	25%
Class participation:	25%
Mid Marking Period Project:	25%
End Marking Period Project:	25%

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Course Requirements and Proficiencies for Advanced Multimedia Design

Given current school/class attendance regulations and the school discipline code, both of which set limits under which students can earn marks and credit in a course, and

Given units of study involving:

- Advanced principles of graphic design
- Advanced principles of layout/storyboarding
- Advanced Principles of Multimedia Presentations
- Advanced Principles of Web Site design
- Advanced Multimedia software (iLife software and Final Cut Pro)
- Advanced Web Authoring software (Adobe Golive, iWeb)
- Introduction of Macromedia Flash for Website animation.
- Advanced Computer Hardware Usage
- Advanced Audio/Video techniques
- Continued usage of portfolios
- Shop safety
- Employment opportunities
- Advanced internet training

It is standard for students to be able to:

- demonstrate safe work habits in all classroom activities
- care for and maintain all equipment in graphic arts
- develop a good attitude toward the wise use of materials
- develop skills in using selected computer software (Adobe Golive & iLife Software and Final Cut Pro)
- develop advanced skills in Multimedia Presentations and Web Site construction as per today's industry standard.
- utilize skills to design and produce multimedia presentations via the computer(iMac)
- enhance basic internet techniques using Safari
- develop audio/video techniques that will enhance all presentations
- demonstrate care in cleaning and maintaining equipment in the appropriate fashion
- relate occupational opportunities in the Graphic Arts field

The minimal average of 70% or a mark of "D" as determined by the required marking procedures of: class participation, quizzes, tests, skill development, and project work is needed over the duration of the course in order to pass the subject and earn credit.

The following types of data and weightings will be used in determining your marking period grade:

Exercises & Projects:	25%
Class participation:	25%
Mid Marking Period Project:	25%
End Marking Period Project:	25%

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Course Requirements and Proficiencies for Digital Photography

Given current school/class attendance regulations and the school discipline code, both of which set limits under which students can earn marks and credit in a course, and

Given units of study involving:

- Principles of photography
- Historical and cultural contexts
- Principles of multiple camera usage.
- Principles of photographic composition
- Principles of photo image files and formatting
- Camera operation
- Photo Editing/Restoration
- Professional software usage
- Image presentation/Portfolios
- Proper photographing techniques
- Shop/Darkroom safety
- Employment opportunities/Career awareness/Professionalism

It is standard for students to be able to:

- demonstrate safe work habits in all classroom activities
- care for and maintain all equipment in visual arts
- develop a good attitude toward the wise use of materials
- develop skills in using selected photographic equipment
(Pin Hole Camera, 110 camera, 35 mm camera, Digital and Digital SLR Cameras)
- develop skills in using selected computer software & iMac Computers
(Internet for digital portfolios-Flickr, etc., iPhoto, Aperture, Light Room & Adobe Photoshop)
- develop skills in print making and photograph reproduction as per today's industry standard.
- utilize skills to design and produce visual media for specific groups within the school and community.
- enhance basic internet techniques using Safari
- develop advanced editing techniques using Adobe Photoshop that will enhance all presentations.
- demonstrate care in cleaning and maintaining equipment in the appropriate fashion
- relate occupational opportunities in the Graphic Arts field

The minimal average of 70% or a mark of "D" as determined by the required marking procedures of: class participation, quizzes, tests, skill development, and project work is needed over the duration of the course in order to pass the subject and earn credit.

The following types of data and weightings will be used in determining your marking period grade:

Exercises & Projects:	25%
Class participation:	25%
Mid Marking Period Project:	25%
End Marking Period Project:	25%