



Graphic Design 5-6 Syllabus

Course Goals

1 Design Principles

Students learn basic design principles by examining the steps of the design process and be able to utilize these tools to create their own designs.

2 GNU Image Manipulation Program (GIMP)

Students develop a basic understanding of the post-processing and design software GIMP, which is open-source software similar to Adobe Photoshop.

3 Design Portfolio

Students make a personal portfolio of at least 10 designs they have created using the knowledge and skills they have gained in the design field.

Course Topics

1 The Design Process

Students experience an in-depth examination of the steps of creating a design.

2 Basic Design Principles

Students learn about a variety of different design principles and how they get incorporated into designs for many different applications, such as store signs, menus, banners, posters, advertisements, websites, etc. They create designs based on these principles using layout pads and on the computer.

3 Digital Imagery

Students learn how images are used in graphic design and how to create and manipulate those images using programs like Adobe Photoshop Elements.

4 Typography

Students review the importance of how typography affects design, what kinds of typography should and should not be used in graphic design, and they practice creating designs with only typography.

5 Advanced Functions

Students learn how to use the more advanced functions in GIMP in order to utilize them in the designs they create.

Course Schedule

Day 1

Introductions

Students introduce each other through an ice breaker, discuss the rules of the class, and discuss course units and goals of the class.

The Design Process

Students learn about the Design Process, including the 7 steps and visual examples.

Create a Design

Students create a simple design using the steps of the design process.

Day 2

Day 2 Warm-Up

Students review the design process by creating a design for their personal logos.

Basic Design Principles

Students learn the Basic Design Principles and the Elements of Design.

Bad Design vs. Good Design

Students make examples of what they think would be bad design vs. good design based on what they've learned.

Day 3

Design Review & Jeopardy

Students review design then play a game of Jeopardy covering the elements of design, basic design principles, and steps of the design process.

Digital Imagery

Students begin a lesson on image-based design.

Logos in Photoshop Elements

Students recreate the personal logos they created on Day 2 using Photoshop Elements.

Lesson on Photoshop Elements Interface

Students learn about the Photoshop Elements Interface, including the Organizer workspace, and they begin to understand the Editor.

Using the Camera

Students review image-based designs, learn how to use point-and-shoot cameras, and take pictures to work on in Photoshop Elements.

Importing and Organizing Photos

Students learn how to import and organize photos in the Photoshop Elements Organizer.

Using Filters in Photoshop Elements

Students experiment with filters by creating a minimum of 20 images using different filters.

Day 4

Take Pictures for Type-Based Designs

Students take pictures for their next activity on type-based designs, then import their images to their computers.

Typography

Students learn about type-based design.

Photoshop Tools

Students go through the tools in Photoshop Elements and learn how to use them, following along using their own images.

Create a Type-Based Design

Students create a type-based design on their computers after drafting it on paper.

Design a Party Banner

Students create a banner for a party using decorative text and graphics.

Design a Toy Company Advertisement

Students create an advertisement for a fictional company that they create in Photoshop Elements.

Day 5

Taking Pictures

Students take pictures for the day's activities on advanced Photoshop functions.

Selective Editing

Students learn various tools for selective editing in Photoshop Elements, including selective editing with the Smart Brush, how to tweak Smart Brush adjustments, and selective coloring.

Layers in Photoshop

Students learn how to create and use layers. Students follow along in several activities by working on their own images in Photoshop Elements for hands-on-learning.

Create a Multi-Layered Design

Students create a design that uses at least seven different layers in Photoshop Elements.

Day 6

Creative Text Tools

Students learn how to fit text to a selection, wrap text around a shape, and put text on a custom path. They follow along each of these lessons by working on their own images for hands-on-learning.

Promotional Signs

Students create a promotional sign for their favorite store in Photoshop Elements.

Type Masks

Students learn how to create and manipulate type masks in Photoshop Elements.

Band Posters

Students create a concert poster for their favorite band or musical artist in Photoshop Elements.

Day 7

Zoom Burst Sports Poster

Students create a sports poster using the Zoom Burst Effect in the Guided Edit mode.

Working with Text

Students learn more extensively how to work with text in Photoshop Elements then practice using the text tools by making mini greeting cards.

Restaurant Logos & Menus

Students create a logo and a menu for a restaurant that they run.

Day 8

Family Newsletters

Students create a family newsletter using Photoshop Elements after sketching out a layout and ideas for the content on paper.

Photo Collages

Students create a photo collage using some of the designs they have created so far.

Movie Posters

Students design a movie poster in Photoshop Elements.

Storybook Brainstorming

Students brainstorm ideas for a short story they will illustrate with graphic designs in Photoshop Elements.

Day 9

Illustrated Storybook

Students create a mini-storybook by making graphic design illustrations and filling them into a photo book template in Photoshop Elements.

Day 10

Final Project: Photo Calendar

Students make a photo calendar out of all their favorite graphic designs they've made in the class. They share the calendars and get files organized to take home.

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Updated on 5/20/2020