

Learning Standards for the Graphic Design Program of Study

Mt. Hood CTE Consortium

(The following list was created/edited by teachers at the secondary and post-secondary level in conjunction with local industry partners. These learning standards represent the common core that all teachers in the region will be responsible for teaching during the entire high school program of study.)

- A** **DEMONSTRATE SAFETY PROCEDURES AND PRACTICES**
- A 01 Identify lab policies and procedures
- A 02 Identify lab equipment
- A 03 Demonstrate proper workspace cleaning procedures

- B** **DEMONSTRATE BASIC CONCEPT DEVELOPMENT SKILLS**
- B 01 Explore color variations using color theory
- B 02 Create multiple compositions through producing thumbnails and rough sketches
- B 03 Develop and refine a composition

- C** **DEMONSTRATE FOUNDATIONAL DESIGN PRINCIPLES**
- C 01 Select typeface size, style, paragraph, and character attributes
- C 02 Identify major styles of typography using descriptive vocabulary
- C 03 Explain color theory as it applies to design: additive, subtractive, CMYK, RGB, and Web safe
- C 04 Demonstrate effective use of space and hierarchy (positive/negative; size, contrast, and proportion)
- C 05 Define principles of design: line, shape, form, space, texture, value, and color
- C 06 Define elements of design: repetition, rhythm, variety, balance, emphasis, economy, and proportion
- C 07 Employ the effective use of a grid to organize and order visual elements

- D** **IDENTIFY PROJECT BENCHMARKS**
- D 01 Identify project scope and parameters
- D 02 Use criteria to evaluate a project
- D 03 Participate in a critique
- D 04 Prepare electronic proofs
- D 05 Identify various reproduction and distribution processes
- D 06 Perform self and peer evaluations

- E** **DEMONSTRATE EFFECTIVE PRODUCTION PRACTICES**
- E 01 Prepare images for digital reproduction
- E 02 Demonstrate procedures to prepare artwork for presentation (mounting/ craftsmanship and/ or digital distribution)
- E 03 Produce a final comprehensive layout

E 04 Describe considerations necessary for both print and digital delivery

F DEMONSTRATE FLUENCY WITH A COMPUTER OPERATING SYSTEM AND DIGITAL FILE MANAGEMENT

F 01 Perform file saving and archiving to external/network storage media

F 02 Save and/or export document in a variety of appropriate formats

F 03 Determine appropriate file size, resolution, and format

F 04 Apply correct file extensions and naming conventions

F 05 Compare and identify the basic computer platforms

F 06 Demonstrate troubleshooting skills and procedures

F 07 Create and manage files and folders

F 08 Identify local and network drives and storage Mt Hood CTE Consortium - Career and Technical Education

F 09 Save, retrieve, load, format, import data into, and export a variety of electronic documents (word processing, spreadsheet, database, and design software)

F 10 Demonstrate the proper use of peripherals and how they connect to a computer

F 11 Demonstrate proper use and limitations of electronic proofreading tools

G EDIT AND CREATE DIGITAL IMAGES USING ADOBE PHOTOSHOP SOFTWARE

G 01 Define and utilize units of measure (such as points, picas, pixels, and/ or inches)

G 02 Define image resolution and its relationship to file and images size

G 03 Define RGB versus CMYK color spaces and their usage

G 04 Demonstrate proficiency with photo editing tools, options, and panels

G 05 Retouch, modify, and correct images

G 06 Demonstrate proper layer management techniques

G 07 Improve the color and tonal balance of an image

G 08 Define raster and vector file formats and their qualities

G 09 Incorporate type in to a Photoshop document

G 10 Discuss the benefits of a layered Photoshop file

G 11 Prepare a Photoshop document for a variety of output needs

H CREATE VECTOR ART USING ADOBE ILLUSTRATOR SOFTWARE

H 01 Demonstrate techniques of layer management

H 02 Define raster and vector file formats and their qualities

H 03 Apply type attributes, styles, and effects

H 04 Use image creation tools, options, and panels to create a vector illustration

H 05 Apply and edit color swatches

H 06 Apply pattern, gradient, stroke, fill, and transformation object attributes

H 07 Demonstrate proficiency in combining vector and raster images

H 08 Create primitives: shapes, triangle, square, ellipse, circle, etc

H 09 Draw using the pen tool

H 10 Trace a bitmap image using templates and drawing layers

H 11 Apply proper settings when saving or exporting graphics

**I DEVELOP EMPLOYABILITY SKILLS TO SECURE AND KEEP
EMPLOYMENT IN GRAPHIC DESIGN**

I 01 Create and present a portfolio

I 02 Demonstrate appropriate workplace behaviors

**J RECOGNIZE LEGAL REQUIREMENTS AND ETHICAL
CONSIDERATIONS IN GRAPHIC DESIGN**

J 01 Identify plagiarism

J 02 Identify the difference between Fair Use as it applies to copyright for an
educational verses and professional use