

Pine Hill Public Schools Curriculum

Content Area:	Visual and Performing Arts		
Course Title/ Grade Level:	Intro to Digital Painting - ½ Year Class 1 MP of Photo, 1 MP Video		
Unit 1:	What is Photoshop?	Duration:	1 Week
Unit 2:	Formatting and Pixels.	Duration::	1 Week
Unit 3:	How do you use Basic Photoshop tools?	Duration:	1 Week
Unit 4:	How to create Paths on Photoshop.	Duration:	1 Week
Unit 5:	How to use paint brushes in Photoshop.	Duration:	1 Week
Unit 6:	Creating a realistic painting in Photoshop.	Duration:	1 Week
Unit 7:	Creating different Styles of painting digitally.	Duration:	1 Week
Unit 8:	Printing and Sharing work.	Duration:	1 Week
Unit 9:	Portfolio review, Benchmark review	Duration:	1 Week
Date Created or Revised:	August 21, 2018		
BOE Approval Date:			

**Pine Hill Public Schools
Curriculum**

Unit Title Digital Photography/Photoshop

Unit #: 1-9

Course or Grade Level: Intro to Digital Photography

Length of Time: 1 Week

Pacing

Weeks - One week per topic

Essential Questions

How does Photoshop work. Pixel vs vector
 What is a layer? How to control layers?
 How should an artist format a digital creation?
 What are the purpose of Paths and Layers?
 How do you use Paths to create figures and outlines of shapes and objects?
 How do you use paint brushes in a digital program?
 What styles of art can be created in Photoshop?
 How should work be presented and printed?

Content Statement(s)

- Common themes exist in artwork from a variety of cultures across time and are communicated through metaphor, symbolism, and allegory.
- Stimuli for the creation of artworks can come from many places, including other arts disciplines.
- Cultural and historical events impact art-making as well as how audiences respond to works of art.
- Access to the arts has a positive influence on the quality of an individual's lifelong learning, personal expression, and contributions to community and global citizenship.
- Artists interpret/render themes using traditional art media and methodologies as well as new art media and methodologies.
- How individuals manipulate the elements of art and principles of design results in original portfolios that reflect choice and personal stylistic nuance.
- Identify and define authentic problems and significant questions for investigation
- Plan and manage activities to develop a solution or complete a project.
- Collect and analyze data to identify solutions and/or make informed decisions.
- Use multiple processes and diverse perspectives to explore alternative solutions.
- The attributes of design.
- The role of troubleshooting, research and development, invention and innovation and experimentation in problem solving.
- Use and maintain technological products and systems.

Skills

- Describe what is a pixel
- Create a new file in Photoshop
- Work from existing files
- Create and modify layers in Photoshop
- Careers and applications for Digital Creations.
- Painting and Digital rendering.
- Explain styles of digital art.
- Explain Layers and Paths and their uses.
- Demo how to create and share work.
- Demonstrate skill learned through painting on Photoshop.
- Print and share project digitally.
- How digital painting is used in the real world.
- Using different digital painting skills to create content for media design.

Assessments	<ul style="list-style-type: none"> •Teacher assigned project •Daily Assignments/ Exercises. •Quizzes
Interventions / differentiated instruction	<ul style="list-style-type: none"> • Note taking, graphic organizers • Use of note takers if necessary • Notes shared through Google Classroom
Inter-disciplinary Connections	<ul style="list-style-type: none"> • Writing proposals • Math - Measuring final presentations, shapes and design dimensions, how to set photos in pixel measurements • Measurements for printing
Lesson resources / Activities	<ul style="list-style-type: none"> • Teacher made lectures/notes • Youtube videos • Related websites

New Jersey Student Learning Standards 2009

Standard(s):

1.1 The Creative Process: All students will demonstrate an understanding of the elements and principles that govern the creation of works of art in dance, music, theatre, and visual art.

1.2 History of the Arts and Culture: All students will understand the role, development, and influence of the arts throughout history and across cultures.

1.3 Performing: All students will synthesize skills, media, methods, and technologies that are appropriate to creating, performing, and/or presenting works of art in dance, music, theatre, and visual art.

8.1 Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.

8.2 Technology Education, Engineering, Design, and Computational Thinking - Programming: All students will develop an understanding of the nature and impact of technology, engineering, technological design, computational thinking and the designed world as they relate to the individual, global society, and the environment.

Strand(s):

- The Nature of Technology: Creativity and Innovation Technology systems impact every aspect of the world in which we live.
- Technology and Society: Knowledge and understanding of human, cultural and societal values are fundamental when designing technological systems and products in the global society.
- Design: The design process is a systematic approach to solving problems.
- Computational Thinking: Programming: Computational thinking builds and enhances problem solving, allowing students to move beyond using knowledge to creating knowledge.

CPI # / CPI(s):

- 1.1.2.A.2
- 1.1.2.D.1
- 1.1.2.D.2
- 1.1.5.D.1
- 1.1.5.D.2
- 1.1.12.D.2
- 8.1.2.F.1
- 8.1.12.F.1
- 8.2.12.C.1
- 8.2.12.C.7

ELA/Literacy Companion Standards:**21st Century Themes**

X	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy
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21st Century Skills

X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
X	Media Literacy		ICT Literacy	X	Life and Career Skills		

8.1 Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.

Strand:	Content Statement:	Indicator:
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