

STRATFORD PUBLIC SCHOOLS

Art Department* - Digital Art 2

Curriculum Scope and Sequence

**Units in all Visual Art courses are cumulative. Students will be expected to utilize and combine skills and knowledge from previous units and courses as they move forward to create and respond to a continuum of artwork in each course.*

Concept/Units		Application - Students will:
HIGH SCHOOL	Principles of Design	<ul style="list-style-type: none">• Learn how to utilize the strengths of the web as a medium of communication.• Articulate the purpose of their and/or others' websites.• Analyze the needs of their own audience(s).• Build their own website team for a competition website.• Learn strategies for organizing their website in terms of consistent navigation, layout, internal, external links.
	Computer Art	<ul style="list-style-type: none">• Learn the intermediate tools and techniques used in a vector-based drawing program. (SVG)• Learn the intermediate tools and techniques to enhance photographic images in an image-editing program.• Have a working knowledge of graphic art file formats and place them into web pages/mobile devices.• Be able to apply digital art techniques in a web editor to control design in a website.• Understand how the Internet and the Web affect us as a culture.• Be able to create and apply animated computer art in web pages/mobile devices using graphic art software.
	Color	<ul style="list-style-type: none">• Be able to apply computer techniques to control color in professional-level web editing software.• Be able to apply color schemes to websites for a specific target audience.• Be able to apply coloring techniques in an image-editing program to graphic art products.• Be able to apply coloring techniques in an electronic drawing program to graphic art products.• Understand the impact of font and color selection on the usability and emotional impact of their website(s).

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Concept/Units	Application - Students will:
Space	<ul style="list-style-type: none">• Be able to control space, alignment and layout in web editing software.• Be able to apply spatial illusion in an image-editing program to create photographic packaging.• Be able to control shading/modeling in an electronic drawing program.• Be able to create three-dimensional techniques to control space and depth in computer art.