STRATFORD PUBLIC SCHOOLS

Art Department* - Digital Art 1

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	Line	• Be able to apply hex codes to control lines, text and space in web pages. • Be able to control vector paths in an electronic drawing program to create digital line art. • Be able to apply lines in order to create animations from original storyboards.
	Computer Art	• Learn the beginning tools and techniques used in a vector-based drawing program. (SVG) • Learn the beginning tools and techniques to enhance photographic images in an image-editing program. • Become familiar with 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 developed historically. • Be able to create and apply animated computer art in web pages/mobile devices using graphic art software.
	Color	• Conceive and create original works of art that convey student's ideas. • Understand and apply the art elements and principles • Effectively generate multiple solutions to solve a variety of visual art problems. • Analyze, compare and interpret artworks in terms of cultural and historical context. • Compare works of art to one another and justify conclusions made to influence their own creative process. • Reflect critically on various interpretations in order to understand specific works of art.

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Concept/Units	Application - Students will:
Space	• Be able to apply hex codes to control space, alignment and layout in web sites. • Be able to control format and layers in an image-editing program to create photographic design pieces. • Be able to control format and layers in an electronic drawing program to create digital line art. • Be able to apply digital shading techniques to control space and depth in electronic drawings.