



Design I High School

1.0 Understand and apply visual arts media, techniques, and processes.

- 1.1 Define, ideate, select, implement, evaluate and redefine as part of a problem-solving process.
- 1.2 Design a motif that functions and uses five values to create gestalt perception.
- 1.3 Render a landscape that functions and is topographical.
- 1.4 Create a graphic design that has relative arrangement of shape.
- 1.5 Create a graphic design that integrates visual and literal content communicating to a specific market.
- 1.6 Create an order of experience in a graphic design.
- 1.7 Create a package design that has visual continuity, harmony and variety across its opening and use.
- 1.8 Create elemental mergers to increase design unity.
- 1.9 Solve a calligraphic design problem by practicing and refining an ancient alphabet.
- 1.10 Synthesize form as a means of selection in a design process.
- 1.11 Accurately render a two-point perspective drawing integrating a cartoon with a light-logical observation.
- 1.12 Generate graphic communication designs utilizing computer technologies.

2.0 Use knowledge of visual arts structures and functions.

- 2.1 Identify and utilize structural elements in the solving of a graphic design problem.
- 2.2 Make connection between the function of a design and its structural principles.
- 2.3 Produce design that has unity through the integrating of its elements.
- 2.4 Use descriptors and metaphoric thinking to describe the inter-relationships observed in design.
- 2.5 Make connections between the parallel structure in designed forms and natural form.
- 2.6 Identify and create sequences of rhythm that provide constancy and design unity.
- 2.7 Integrate positive and negative space in the total resolution of a graphic design.

3.0 Choose and evaluate a range of subject matter, symbols and ideas.

- 3.1 Seek out and utilize a variety of sources for design solutions.
- 3.2 Demonstrate and increase mental fluency with visual thinking and concrete ideation.
- 3.3 Make connections between the aesthetic natures and functions of design forms.
- 3.4 Originate ideas and develop them through a series of drawn art and design forms.

4.0 Understanding the visual arts in relation to history and cultures.

- 4.1 Come to know and articulate design excellence and design contribution historically and culturally.
- 4.2 Identify the origins of structural principles and the cultural content in their psychological nature/quality.
- 4.3 Utilize design history as a resource for solving a design problem.
- 4.4 Demonstrate understanding of how design or lack thereof affects the quality of human life.
- 4.5 Identify and articulate differences and similarities in the design processes and creative thinking used in different cultures.
- 4.6 Research and present the evolution of a particular design form.
- 4.7 Inform an object with the visual essence of a period from art/design history.

5.0 Reflect upon and assess the characteristics and merits of their work and the work of others.

- 5.1 Make evaluative statements based upon the discriminating of design process and structure.
- 5.2 Persecute and re-project an idea repeatedly toward refinement and excellence.
- 5.3 Actively participate in group classroom criticism to review design content.
- 5.4 Make objective and subjective statements in the evaluation of a design process and product.
- 5.5 Make critical connection between the structure of a graphic design and its ability to communicate.

6.0 Make connections between visual arts and other disciplines.

- 6.1 Utilize a design process to solve a non-visual problem.
- 6.2 Articulate the difference between art and design identifying the relationship each plays in the art experience and the design process.
- 6.3 Come to know design-related education and design career opportunities.