



Pearson

## **Middle School Digital Art and Design**

**Course Summary:** There are so many different types of art in this world—fine art, classical art, visual art—but the impact of digital art and design is all around us, often in ways that people probably aren't even aware of! After taking Digital Art and Design, the student will enjoy a deeper understanding and appreciation for all things digital as he explores this special genre of art found in everything from advertising to animation to photography and beyond. In this course, the student will learn about the evolution of art, the basic principles of art and design, and the role of art in politics and society. Additionally, the student will actually create original digital art and make it come alive. The student will give his creative side a boost with this Digital Art and Design course!

### **Course Outline**

#### **1. 21st Century Art**

##### 1. Unit One Lessons

- Define digital art and design.
- Distinguish between digital art and design and other art forms.
- Identify the traits of digital artists.
- Explore careers in digital art and design.

##### 2. Unit One Activity

##### 3. Assessment Unit One

#### **2. Say Cheese**

##### 1. Unit Two Lessons

- Compare and contrast the early history of photography to modern day digital photography.
- Identify and apply the elements of art and principles of design in photography.
- Understand and use photographic composition.
- Explain the process of editing photography and describe the tools used to do it.

##### 2. Unit Two Activity

##### 3. Assessment Unit Two

#### **3. The Evolution of 2-Dimensional Art**

##### 1. Unit Three Lessons

- Describe 2D digital art and understand its uses.
- Compare and contrast digital 2D and 3D art.
- Understand and apply specific elements used in 2D digital design.
- Recognize the limitations of 2D digital art.

##### 2. Unit Three Activity

##### 3. Assessment Unit Three

#### **4. Graphic Design**

##### 1. Unit Four Lessons

- Define graphic design and its commercial uses.
- Recognize the tools used to create graphic art.

- Describe pop art and its influential artists.
  - Identify street art and understand its purpose in society.
2. Unit Four Activity
  3. Assessment Unit Four
5. **Midterm**
1. Midterm Quiz
6. **Magic in Motion: Animation**
1. Unit Six Lessons
    - Describe the different types of animation.
    - Understand how digital animation is an art form based on technology.
    - Explain the basic principles of 2D and 3D animation.
    - Develop a basic understanding of intellectual property rights.
  2. Unit Six Activity
  3. Assessment Unit Six
7. **Sound and Music**
1. Unit Seven Lessons
    - Identify how digital music and sounds fit into the larger picture of digital art and design.
    - Examine the roles of musicians and sound producers in digital design.
    - Discover how music has evolved over time and how it is relevant to our lives today.
    - Understand the role of technology in the production and sharing of music.
  2. Unit Seven Activity
  3. Assessment Unit Seven
8. **How to Look at and Evaluate Art**
1. Unit Eight Lessons
    - Analyze the form and content of art.
    - Identify qualities of great art.
    - Apply the principles of design when critiquing art.
    - Use methods of critique to analyze your art.
    - Understand suitable audience behavior when viewing art.
  2. Unit Eight Activity
  3. Assessment Unit Eight
9. **Mixing Up Art**
1. Unit Nine Lessons
    - Describe the components of color.
    - Create mixed and multimedia art.
    - Articulate the intent of personal work.
    - Put together a portfolio.
  2. Unit Nine Activity
  3. Assessment Unit Nine
10. **Final Exam**
1. Final Exam