East Penn School District
Secondary Curriculum

A Planned Course Statement
for
Adobe Photoshop/Flash I

Course # 638　　　　　　　　Grade(s) ____9-12____

Department: __Computer & Business Applications__

Length of Period (mins.) ___41___　　Total Clock Hours: _____63_____

Periods per Cycle: ____6____　　Length of Course (yrs.) ____.5____

Type of Offering: _____ required　__✓__ elective

Credit: ____.5____

Adopted: ___6/8/09___

Developed by:

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Description of Course

Course Title: Adobe Photoshop/Flash I

Description: This course will provide students with the knowledge required to apply smart design principles to the multimedia areas of dynamic graphics and animation. Professional quality software titles, Adobe Photoshop and Adobe Flash, will be utilized to prepare students for creating dynamic, interactive content to be used in both print and web based applications.

Goals:
- Students will be able to:
    - apply fundamentals skills of Adobe Photoshop
    - apply fundamentals skills of Adobe Flash
    - create graphics and animations suitable for print and online applications
    - apply skills necessary to pass Adobe Certification tests

 Requirements:
- Prerequisite: None

Text:
- Reding, Elizabeth Eisner, Adobe Photoshop CS4 – Revealed. New York: Cengage Learning, 2010.

- Shuman, Jim, Adobe Flash CS4 – Revealed. New York: Cengage Learning, 2010.

Key to Levels of Achievement (Listed with each learning objective)

Awareness (A):	Students are introduced to concepts, forms, and patterns.
Learning (L):	Students are involved in a sequence of steps and practice activities which involved further development and allow evaluation of process.
Understanding (U):	Students demonstrate ability to apply acquired concepts and skills to individual assignments and projects on an independent level.
Reinforcement (R):	Students maintain and broaden understanding of concepts and skills to accomplish tasks at a greater level of sophistication.

** Standards are reflecting the National Educational Technology Standards for Students (NETS•)

Unit	Num	Objective	Level	Content	Evaluation	Standard
I. Photoshop – Getting Started with Adobe Photoshop	1	Students will: • start Adobe Photoshop • open and save an image • use organization and management features • examine the Photoshop window • use the layers and history palettes • learn about Photoshop using Help • close a file and exit Photoshop	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Photoshop Graphics	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)
II. Photoshop – Working with Layers	2	Students will: • examine and convert layers • add and delete layers • add a selection from one image to another • organize with layer groups and colors	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Photoshop Graphics	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)
III. Photoshop – Making Selections	3	Students will: • make a selection using shapes • modify a marquee • select using color and modify a selection • add a vignette to a selection	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Photoshop Graphics	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)

Unit	Num	Objective	Level	Content	Evaluation	Standard
IV. **Photoshop – Incorporating Color Techniques**	4	Students will: • work with color to transform an image • use the color picker and the swatches palette • place a border around an image • blend colors using the gradient tool • add color to a grayscale image • use filters, opacity, and blending modes • match colors	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Photoshop Graphics	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)
V. **Photoshop – Placing Type in an Image**	5	Students will: • learn about type and how it is created • change spacing and adjust baseline shift • use the drop shadow style • apply anti-aliasing to type • modify type with the Bevel and Emboss style • apply special effects to type using filters • create text on a path	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Photoshop Graphics	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)
VI. **Photoshop – Using Painting Tools**	6	Students will: • paint and patch an image • create and modify a brush tip • use the smudge tool • use a library and an airbrush effect	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Photoshop Graphics	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)

Unit	Num	Objective	Level	Content	Evaluation	Standard
VII. **Photoshop – Working with Special Layer Functions**	7	Students will: • use a layer mask with a selection • work with layer masks and layer content • control pixels to blend colors • eliminate a layer mask • use an adjustment layer • create a clipping mask	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Photoshop Graphics	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)
VIII. Flash – Getting Started with Adobe Flash	8	Students will: • understand the Adobe Flash workspace • open a document and play a movie • create and save a movie • work with the timeline • distribute an Adobe Flash movie • plan an application or Web site	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Flash Animations	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)
IX. **Flash – Drawing Objects in Adobe Flash**	9	Students will: • use the Flash drawing tools • select objects and Apply Colors • work with drawn objects • work with text and text objects • work with layers and objects	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Flash Animations	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)

Unit	Num	Objective	Level	Content	Evaluation	Standard
X. Flash – Working with Symbols and Interactivity	10	Students will: • create symbols and instances • work with libraries • create buttons • assign actions to frames and buttons	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Flash Animations	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)
XI. Flash – Creating Animations	11	Students will: • create frame-by-frame animations • create motion-tweened animations • create animation effects • animate text	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Flash Animations	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)
XII. Flash – Create Special Effects	12	Students will: • create shape tween animations • create a mask effect • add sound • add scenes • create an animated navigation bar	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Flash Animations	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)

Unit	Num	Objective	Level	Content	Evaluation	Standard
XIII. Flash – Preparing and Publishing Movies	13	Students will: • publish movies • reduce file size to optimize a movie • create a Preloader • use HTML Publish Settings	L, U	• Text book illustrations • Instructor prepared notes • Student use of computer • Instructor demonstrations using projected screen image and/or CrossTec SchoolVue Software	• Teacher Observations • Oral and written questions • On-screen observation • Flash Animations	**NETS:** 1a, 1b, 2a, 2b, 2d, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b **PA Standard:** 3.7.10 (C) 3.7.10 (D)

National Educational Technology Standards and Performance Indicators for Students

The Nets are divided into the six broad categories that are listed below.

1. **Creativity and Innovation**
   Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

   a. apply existing knowledge to generate new ideas, products, or processes.
   b. create original works as a means of personal or group expression.
   c. use models and simulations to explore complex systems and issues.
   d. identify trends and forecast possibilities.

2. **Communication and Collaboration**
   Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:

   a. interact, collaborate, and publish with peers, experts or others employing a variety of digital environments and media.
   b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.
   c. develop cultural understanding and global awareness by engaging with learners of other cultures.
   d. contribute to project teams to produce original works or solve problems.

3. **Research and Information Fluency**
   Students apply digital tools to gather, evaluate, and use information. Students:

   a. plan strategies to guide inquiry.
   b. locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
   c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
   d. process data and report results.

4. **Critical Thinking, Problem-Solving, and Decision-Making**
   Students use critical thinking skills to plan and conduct research, manage projects, solve problems and make informed decisions using appropriate digital tools and resources. Students:

   a. identify and define authentic problems and significant questions for investigation.
   b. plan and manage activities to develop a solution or complete a project.

    c. collect and analyze data to identify solutions and/or make informed decisions.
    d. use multiple processes and diverse perspectives to explore alternative solutions.

5.   **Digital Citizenship**
    Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:

    a. advocate and practice safe, legal, and responsible use of information and technology.
    b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
    c. demonstrate personal responsibility for lifelong learning.
    d. exhibit leadership for digital citizenship.

6.   **Technology Operations and Concepts**
    Students demonstrate a sound understanding of technology concepts, systems and operations. Students:

    a. understand and use technology systems.
    b. select and use applications effectively and productively.
    c. troubleshoot systems and applications.
    d. transfer current knowledge to learning of new technologies.