

DESE Model Curriculum: Graphic Arts/Desktop Publishing (CIP Code: 11.0103)

GRADE LEVEL/UNIT TITLE: 11-12/Develop a Portfolio

COURSE INTRODUCTION		
<p>Students develop proficiency in using graphic arts/desktop publishing software to create a variety of business publications such as flyers, brochures, newsletters, etc.</p> <p>Course rationale: This area of instruction provides content for employment in career areas which include graphic arts/desktop publishing skills. Demand in this area will continue to expand as businesses utilize advanced graphic arts skills to increase their production efficiency and improve the creativity and quality of business documents and publications.</p>		
UNIT DESCRIPTION	SUGGESTED UNIT TIMELINE	
Portfolios provide students the opportunity to share their work outside of the classroom with industry professionals in graphic design.	2 weeks	
	CLASS PERIOD (min.)	55 minutes
ESSENTIAL QUESTIONS		
<ol style="list-style-type: none"> 1. What is the purpose of a design portfolio? 2. How important is it for you to choose the right documents for your portfolio? 		
ESSENTIAL MEASURABLE LEARNING OBJECTIVES	NBEA STANDARD	DOK
1. Create a resume highlighting graphic arts/desktop publishing and related skills.	CD.V.B.3.1	4
2. Select sample projects to show graphic arts/desktop publishing concepts mastered.	CD.V.B.2.1	4
3. Explain the reasons for selecting the sample projects in the portfolio.	CD.V.B.1.2	4
4. Arrange a selection of sample projects into professional presentation.	CD.V.B.3.5	3
ASSESSMENT DESCRIPTIONS		
Summative Assessment: PDF: Creating a Portfolio		
OBJ. #	INSTRUCTIONAL STRATEGIES	
1-4	1. Discuss portfolios and sample projects to include in a portfolio. Provide students information on creating an electronic portfolio.	
OBJ. #	INSTRUCTIONAL ACTIVITIES	
1-4	1. Students will select documents for their portfolio. Students will then create an electronic portfolio.	
UNIT RESOURCES		
n/a		