# Digital Imaging Middle School

## Course Title
Digital Imaging Middle School

## Course Abbreviation
DIG IMAG MS

## Course Code Number
200333

## Special Notes

## Course Description
The purpose of this course is to provide a balanced visual arts program, which guides students to achieve the standards in the visual arts. In Digital Imaging, students develop aesthetic criteria to create and assess graphic elements of art and principle of designs they are used in visual communication. The student will use computer hardware and software and supporting technologies to communicate ideas visually. Arts activities focus on learning about the history of graphic design; making aesthetic decisions; use of contemporary technologies; drawing with traditional and contemporary media; introduction to color theory; layout and design; and desktop publishing.

## Instructional Topics
- History of Graphic Design
- Making Aesthetic Decisions
- Use of Contemporary Technologies
**California Visual Arts Content Standards**

Content knowledge and skills gained during this course will support student achievement of grade level Student Learning Standards in the Visual Arts.

**Upon graduation from the LAUSD, students will be able to:**

1. Process, analyze, and respond to sensory information through the language and skills unique to the visual arts. Students perceive and respond to works of art, objects in nature, events, and the environment. They also use the vocabulary of the visual arts to express their observations. **Artistic Perception**
2. Create, perform, and participate in the visual arts. Students apply artistic processes and skills, using a variety of media to communicate meaning and intent in original works of art. **Creative Expression**
3. Understand the historical contributions and cultural dimensions of the visual arts. Students analyze the role and development of the visual arts in past and present cultures throughout the world, noting human diversity as it relates to the visual arts and artists. **Historical and Cultural Context**
4. Respond to, analyze, and make judgments about works in the visual arts. Students analyze, assess, and derive meaning from works of art, including their own, according to the elements of art, the principles of design, and aesthetic qualities. **Aesthetic Valuing**
5. Connect and apply what is learned in the visual arts to other art forms and subject areas and to careers. Students apply what they learned in the visual arts across subject areas. They develop competencies and creative skills in problem solving, communication, and management of time and resources that contribute to lifelong learning and career skills. They also learn about careers in and related to the visual arts. **Connections, Relationships, Applications**

**Representative Objectives**

**Student will be able to:**

- Create original works of art with increasing skill using contemporary technologies.
- Explore a variety of visual arts media, techniques, and processes and choose what to apply in his or her work using contemporary technologies.
- Engage in expressive art experiences using contemporary technologies, gaining personal insight and appreciation of his or her accomplishments and the accomplishments of others.
- Learn about careers for artists in the fields of arts, media and communications.
- Identify, record, and use the elements of art as he or she explores, analyzes, and talks about what he or she sees in the physical world and in what he or she creates using contemporary technologies (line, color,
• Explore the role of the visual arts in human history, noting the relationship of technology to the artworks created.
• Develop and apply specific criteria to assess and analyze the qualities and merits of works of art created with contemporary technologies.
• Discuss and describe various purposes for creating visual art using contemporary technologies.

**Representative Performance Skills**

*In accordance with their individual capacity, students will grow in the ability to:*

- Create original artworks in digital photography, computer art, video or other contemporary media.
- Create a work of art that reflects an idea, emotion, or point of view using contemporary technologies.
- Examine the works of other artists who use contemporary technologies for inspiration and technique.
- Reflect on how knowledge and skills learned in a digital imaging class apply to their future.
- Review and expand his or her understanding of the elements of art and principles of design, focusing on a specific element or principle while creating with contemporary technologies.
- Identify and discuss major works of art by women or by members of diverse ethnic groups created using contemporary technologies.
- Identify and discuss various contemporary arts media and art forms.
- Construct and use sets of criteria for making judgments about art created using contemporary technologies.
- Identify multiple purposes of art in contemporary life.

**Samples of Classroom Activities for Connections/Applications/Relationship Strand**

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Students will be able to:

Reflect upon and respond to the following questions:
- What does art have to do with my future?
- What can I do with art and technology?
- What are the practical aspects of art?
- What opportunities are there in art or art-related fields to develop my talents and interests?

**Resources**

*Visual Arts 6-8: Glencoe/McGraw-Hill*

*Photography for the 21st Century: Miller, Cengage Learning*
Credentials required to teach this course
One of the following:

General Secondary
Special Secondary Art
Standard Secondary with major/minor Art
Single Subject Art
Supplementary Authorization Art
Supplementary Authorization Introductory Art
Subject Matter Authorization Art