Curriculum Map

Course Name: **Digital Design**   Grade Level: **9 - 12**

Department: **Fine Arts**   Prepared by: **Tom Burke**

Project Name/Unit #	Learning Objective(s)	Curricular Resources	Assessment Tool(s)	Framework Standards
UNIT 1 – INTRO TO DIGITAL DESIGN				
Paula Scher Doc & Response / Unit 1 - Intro to Digital Design	Understand what Digital Design is Explain examples of Digital Design, with a focus on Graphic Design Explore the different roles within Digital Design Understand and define what Digital Design is Understand the significance of Digital Design in today's world Identify Paula Scher	Guided in-class instruction, providing online examples and classroom examples Class discussion on Digital Design and its impact on the world Paula Scher Lesson Plan Paula Scher Documentary In-class discussions post documentary Written Directions/Steps Handout	Do Now – "What Is Digital Design" Do Now – Upload 5 different examples of Graphic Design and explain why Completed Paula Scher Google Form with open-ended questions	Anchor Standards 1, 2, 7, 10 Massachusetts Arts Curriculum Framework Standards
UNIT 2 – INTRO TO PHOTOSHOP				

5 Layers / Unit 2 - Intro to Photoshop	Create a basic Photoshop project using various tools Understand how layers work in Adobe Photoshop/Suite Understand Move Tool, and Eraser Tool Understand Text Tool Understand how to save .psd and export .png	5 Layers Lesson Plan Guided in-class instruction, providing step-by-step walkthroughs of project Written Directions/Steps Handout Shortcut Keys Handout Physical and Digital 5 layers assignments	Completed physical layers project Completed digital layers project - Photoshop and PNG files Exit Ticket Survey	Anchor Standards 1, 2, 3, 10 Massachusetts Arts Curriculum Framework Standards
Car Photo / Unit 2 - Intro to Photoshop	Apply Adjustment Layers to adjust a photo in Photoshop Develop and understanding of how to create a document at the correct size, save, and export correctly Understand how to import an image into Photoshop	Car Photo Lesson Plan Guided in-class instruction, providing step-by-step walkthroughs of project Written Directions/Steps Handout Shortcut Keys Handout Video Tutorial Car Photo provided	Completed Photoshop and PNG files Do Now – Define "Elements of Design" in own words Exit Ticket Survey	Anchor Standards 2, 4, 5, 7, 9 Massachusetts Arts Curriculum Framework Standards

		Individualized support by answering questions, offering tips, and guiding students during classwork		
Toucan Photo / Unit 2 - Intro to Photoshop	Reinforce the skills learned in the first photo adjustment project by applying them to a new image using adjustment layers in Photoshop Develop further understanding of the document setup, image importation, saving/exporting, and adjustment techniques	Toucan Photo Lesson Plan Written Directions/Steps Handout Shortcut Keys Handout Video Tutorial Toucan Photo provided Individualized support by answering questions, offering tips, and guiding students during classwork	Completed Photoshop and PNG files Do Now – Define "Color" as an element of design in own words Exit Ticket Survey	Anchor Standards 2, 4, 5, 7, 9 Massachusetts Arts Curriculum Framework Standards
Adjust Your Own Photo / Unit 2 - Intro to Photoshop	Apply the adjustment layers and techniques learned from the "Car Photo" and "Toucan" projects to a photo of the student's choice.	Adjust Your Own Photo Lesson Plan Written Directions/Steps Handout Shortcut Keys Handout	Completed Photoshop and PNG files Do Now – Explain what an Adjustment Layer is and Identify and differentiate	Anchor Standards 1, 2, 3 Massachusetts Arts Curriculum Framework Standards

	Develop confidence in using Photoshop's adjustment tools (e.g., Brightness/Contrast, Levels, Curves, etc.) to enhance and correct an image. Demonstrate an understanding of image adjustments such as color correction, contrast, and brightness, while maintaining the integrity of the original photo.	Guided in-class instruction, providing step-by-step walkthroughs of how to find large images on Google Images Individualized support by answering questions, offering tips, and guiding students during classwork	different adjustment layers in Photoshop Exit Ticket Survey	
Pen Tool Practice / Unit 2 - Intro to Photoshop	Develop proficiency in using the Pen Tool in Photoshop for creating shapes and paths. Apply knowledge of the White Arrow Tool and Convert Anchor Point Tool to manipulate shapes, convert anchor points, and organize layers.	Pen Tool Practice Lesson Plan Written Directions/Steps organized within provided Photoshop file Shortcut Keys Handout Guided in-class instruction, providing step-by-step walkthroughs of how to	Completed Photoshop file (lessons 1-4) Do Now – Identify "Pen Tool" and explain how it works Exit Ticket Survey	Anchor Standards 1, 2, 3, 10 Massachusetts Arts Curriculum Framework Standards

	Understand how to manipulate anchor points (Convert Anchor Point Tool) to alter shapes and their paths Gain experience in working with layers by organizing, grouping, and renaming them for better structure. Create an original cartoon using the Pen Tool, demonstrating the ability to apply all learned skills.	find large images on Google Images Video Tutorials Individualized support by answering questions, offering tips, and guiding students during classwork		
Menu Design / Unit 2 - Intro to Photoshop	Understand the principles of design (hierarchy, unity) and how they apply to menu design Use Photoshop tools (Pen Tool, Move Tool, Text Tool) to create graphics and layout for a menu Research and analyze different types of	Menu Design Lesson Plan Guided in-class instruction, providing step-by-step walkthroughs of project Written Directions/Steps Handout Shortcut Keys Handout Menu Help Handout	Completed Photoshop and PNG files Do Now – Research: Find and analyze 3 menu examples and Identify core principles (Hierarchy, Unity, Contract, etc) Do Now - Contrast	Anchor Standards 1, 2, 3, 4, 10 Massachusetts Arts Curriculum Framework Standards

	menus to inform design decisions Develop and refine a menu design that effectively communicates hierarchy and unity through layout and content Submit a polished, professional-looking menu that is visually appealing and easy to navigate	Professional Menu Examples & Student Menu Examples Video Tutorial Individualized support by answering questions, offering tips, and guiding students during classwork	Exit Ticket Survey	
Apple Painting / Unit 2 - Intro to Photoshop	Understand how to use the Paintbrush and Mixer Brush tools in Photoshop to create a digital painting of an apple Understand how to manipulate color using the Eyedropper Tool and Color Picker in Photoshop	Apple Painting Lesson Plan Guided in-class instruction, providing step-by-step walkthroughs of project Written Directions/Steps Handout Shortcut Keys Handout	Completed Photoshop and PNG files Do Now – Explain "Value" as an element of design Do Now – Explain how to use the Paintbrush and Mixer Brush tools	Anchor Standards 1, 2, 3, 4, 10 Massachusetts Arts Curriculum Framework Standards

	Create a realistic apple with Photoshop tools, focusing on blending and texture using the Mixer Brush Tool	Menu Help Handout	and differentiate their uses	
		Student Examples	Exit Ticket Survey	
		Video Tutorial		
	Develop and refine painting techniques in Photoshop, including blending, texture, and color usage	Individualized support by answering questions, offering tips, and guiding students during classwork		
	Submit a polished, professional-looking menu that is visually appealing and easy to navigate			
UNIT 3 - ILLUSTRATOR				
Robot / Unit 3 - Intro to Illustrator	Understand how to download and open Adobe Illustrator	Robot Lesson Plan	Completed Illustrator and PNG files	Anchor Standards 1, 2, 3, 10
		Guided in-class instruction, providing step-by-step walkthroughs of project	Do Now – Explain Vector vs. Raster	Massachusetts Arts Curriculum Framework Standards
	Understand basics of Illustrator like importing and resizing images, choosing colors, and layers	Written Directions/Steps Handout	Do Now - Explain what Pathfinder does in Illustrator	
		Shortcut Keys Handout		

	Understand and Apply Shape tools, Pathfinder tools, and layer opacity Understand what a Vector Image is and Differentiate from a Rasterized Image Create a Robot with Shape and Pathfinder tools	Video Tutorial Individualized support by answering questions, offering tips, and guiding students during classwork	Do Now – Explain the Similarities and Differences between Illustrator and Photoshop Exit Ticket Survey	
Create Your Own Robot / Unit 3 - Intro to Illustrator	Reinforce the use of shape tools, pathfinder tools, and layer management Apply previously learned skills to create a unique and visually creative robot Experiment with color choices and layer opacity for distinct designs Submit a polished final robot that is visually	Create Your Own Robot Lesson Plan Written Directions/Steps Handout Shortcut Keys Handout Student and Professional Robot Examples Individualized support by answering questions, offering tips, and guiding students during classwork	Completed Illustrator and PNG files Do Now – Research: Describe popular robot features you noticed from your research Exit Ticket Survey	Anchor Standards 1, 2, 3, 10 Massachusetts Arts Curriculum Framework Standards

	appealing, and saved and exported correctly			
Logo & Business Card / Unit 3 - Intro to Illustrator	Apply knowledge of the use of shape tools, pathfinder tools, and layer management to recreate school logo Understand how to use the eyedropper tool, fills vs. strokes, and swatches to match logo colors Understand the purpose of business cards, their elements, and design principles (alignment, hierarchy, unity, color, contrast, and readability) Understand how to import objects from one document into another Apply Text tool to add relevant information and demonstrate	Logo Creation Lesson Plan Business Card Lesson Plan Guided in-class instruction, providing step-by-step walkthroughs of Part 1 and Part 2 of project Written Directions/Steps Handouts Shortcut Keys Handout Student and Professional Examples Individualized support by answering questions, offering tips, and guiding students during classwork	Completed Illustrator and PNG files Do Now – Explain the significant of Business Cards Do Now - Describe the Graphic Design elements and principles of design you noticed in your Menu Research Exit Ticket Survey	Anchor Standards 1, 2, 3, 5, 10 Massachusetts Arts Curriculum Framework Standards

	understanding of layout and composition Submit a polished final business card			
Town – City Illustration / Unit 3 - Intro to Illustrator	Apply previously learned Illustrator tools (move tool, text tool, shape tools, pathfinder tools, grouping shapes) to create an illustration Understand and apply principles of balance, alignment, and color in a composition Develop spatial organization and layout skills by designing a graphic map Demonstrate creative thinking by designing unique town/city features using simple shapes and tool	Town – City Illustration Lesson Plan Guided in-class instruction, providing step-by-step walkthroughs of project Written Directions/Steps Handouts Shortcut Keys Handout Student Examples Individualized support by answering questions, offering tips, and guiding students during classwork	Completed Illustrator and PNG files Exit Ticket Survey	Anchor Standards 1, 2, 3, 5, 6, 7, 10, 11 Massachusetts Arts Curriculum Framework Standards

Infographic / Unit 3 - Intro to Illustrator	Apply Illustrator tools (shape tools, text tool, pathfinder, grouping, alignment) to design an informative and visually engaging infographic Utilize principles of hierarchy, balance, and unity to organize information effectively in a visual format Develop creativity by incorporating visually appealing graphic elements and typography to complement the data	Town – City Illustration Lesson Plan Guided in-class instruction, providing step-by-step walkthroughs of project Written Directions/Steps Handouts Shortcut Keys Handout Student Examples Individualized support by answering questions, offering tips, and guiding students during classwork	Completed Illustrator and PNG files Exit Ticket Survey	Anchor Standards 1, 2, 3, 4, 5, 6, 7, 10, 11 Massachusetts Arts Curriculum Framework Standards
<td colspan="4" align="center">**UNIT 4 - PREMIERE**</td>
Get Familiar / Unit 4 - Intro to Premiere	Familiarize students with Adobe Premiere Pro by encouraging hands-on exploration of the interface and tools without prior instruction	Get Familiar Lesson Plan In-class instruction on how to complete the project Written Directions	Completed Google Form Evaluation of responses	Anchor Standards 1, 2, 4, 5, 6, 7, 10, 11 Massachusetts Arts Curriculum Framework Standards

	Encourage critical thinking by reflecting on the similarities and differences between Premiere Pro, Photoshop, and Illustrator Identify areas of interest or confusion in Premiere Pro to guide future instruction Promote self-guided learning by allowing students to navigate the software and discover tools independently	Student Example Responses Individualized support by answering questions, offering tips, and guiding students during classwork		
Think Different Commercial / Unit 4 - Intro to Premiere	Understand the basics of Adobe Premiere Pro, including how to import video and audio, navigate the timeline, trimming and moving clips, sequence settings Apply creative thinking to conceptualize and execute a video	Think Different Commercial Lesson Plan Guided in-class instruction, providing step-by-step walkthroughs of project Written Directions/Steps Handouts	Completed Step 1 – Google Doc of 3 Commercial Ideas with a short description Completed Step 2 – Google Doc of written voiceover and audio of recorded voiceover	Anchor Standards 1, 2, 3, 4, 5, 6, 10, 11 Massachusetts Arts Curriculum Framework Standards

	inspired by Apple's "Think Different" commercial, but with their own unique approach and vision Understand and apply video formatting settings to ensure the final product is optimized for playback and meets project specifications How to record a voiceover and import, edit audio in the timeline	Provided Apple Commercial inspiration video Shortcut Keys Handout Student Examples Individualized support by answering questions, offering tips, and guiding students during classwork	Completed Step 3 – Final Premiere and Video files Exit Ticket Survey	
<td colspan="5" align="center">**UNIT 5 - ANIMATE**</td>
Bouncing Ball / Unit 5 - Intro to Animate	Learn the fundamentals of Adobe Animate, including how to use the timeline, keyframes, and animation tools such as the paintbrush, fill bucket, move tool, and color picker Understand and apply the animation principle	Bouncing Ball Lesson Plan Guided in-class instruction, providing step-by-step walkthroughs of project Written Directions/Steps Handouts Shortcut Keys Handout	Completed Animate and Video files Do Now – Explain the Squash and Stretch Animation Princple Do Now – Explain what a keyframe is and its purpose Exit Ticket Survey	Anchor Standards 1, 2, 3, 4, 5, 6, 7, 8, 10, 11 Massachusetts Arts Curriculum Framework Standards

	of squash and stretch to create a realistic and visually appealing bouncing ball animation Develop skills in organizing animations on the timeline and creating smooth transitions between keyframes for a polished final product Explore creativity by applying custom designs to the ball and background elements, using tools to add unique visual touches to the animation	Student Examples Individualized support by answering questions, offering tips, and guiding students during classwork		
Character Design, Rigging, Lip Sync / Unit 5 - Intro to Animate	Learn how to create reusable symbols in Adobe Animate, including an eye, eyebrow, mouth (with 8 variations), and head symbol for animation Understand how to organize animations	Character Design, Rigging, Lip Sync Illustration Lesson Plan Guided in-class instruction, providing step-by-step walkthroughs of project	Completed Animate and Video files Do Now – explain what a Symbol is in Animate Exit Ticket Survey	Anchor Standards 1, 2, 3, 4, 5, 6, 7, 8, 10, 11 Massachusetts Arts Curriculum Framework Standards

| | using the timeline and implement frame-by-frame animation for lip sync

Record and import audio into Adobe Animate, syncing the character's mouth movements to the audio for realistic and engaging animation

Develop creativity and storytelling skills by designing an original cartoon character portrait and applying dynamic, expressive movements for added visual interest | Written Directions/Steps Handouts

Animated Mouths Handout

Animation Tips Link

Shortcut Keys Handout

Student Examples

Individualized support by answering questions, offering tips, and guiding students during classwork | | |
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Learning Objectives/Benchmarks

Learning Objective/Benchmark	Description	Grade/Unit Covered
Introduction to Digital Design - Principles & Elements of Design	Students will demonstrate proficiency in design principles and digital tools, including Photoshop, Illustrator, Premiere, and Animate. They will apply	Grades 9 - 12 Units 1 – 5 1. Introduction to Digital Design

- Introduction to Photoshop, Illustrator, Premiere, and Animate - Develop Creativity and Design Thinking Skills - Create Projects Using Industry Tools | Students will demonstrate an understanding of core design principles and elements, develop a sense of design thinking, and apply creativity through projects in various software.	concepts like balance, contrast, and hierarchy to create professional designs, animations, and videos. Students will develop skills in image editing, video editing, and motion graphics, focusing on color, typography, and animation techniques. Students will showcase their work in a portfolio website, demonstrating their ability to create visually appealing and functional digital projects	2. Introduction to Photoshop 3. Introduction to Illustrator 4. Introduction to Premiere 5. Introduction to Animate

Course Description

Digital Design introduces students to industry-standard software tools, focusing on Adobe Photoshop, Illustrator, Premiere Pro, and Animate. Through a series of hands-on projects, students will explore various techniques, tools, and features within these applications while developing an understanding of the principles and elements of design. The course emphasizes creativity, technical skills, and design thinking, with students creating visual projects that showcase their growing proficiency. As they progress, students will work with both digital and multimedia content, learning how to apply their skills in real-world scenarios. By the end of the course, students will have a strong foundation in graphic design, animation, and video production, enabling them to continue exploring more advanced creative technologies.

Curriculum Materials

- Adobe Creative Suite (access to entire suite)
- Windows 10/11 Laptop, charger
- Pencil (for thumbnails & rough drafts)