

BASIC CLASS INFORMATION

Grades: 9 -12
 Room: PLTW Computer Lab

**INSTRUCTOR**

Mr. Geoff Welles
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Please feel free to email me; I check this everyday before, during, and after school. I'll get back to you as soon as possible. If you call, please leave your name and a short message including a contact number and the best time to get back to you. I can be contacted after school from 3:05 to 3:45pm.

COURSE OBJECTIVES AND GOALS

- As a student in this class you will be learning the fundamentals of the Principles of Design and Computer Graphics.
- You will be learning to use Adobe PhotoShop CS3 during the course of this class. This program is currently the industry standard in computer graphic design. From the beginning to the end of the class it will be a step by step process in learning and applying the program.
- Throughout the class there will be critiques of selected projects.
- The students will learn about what makes a solid work of graphic art and can apply those same ideals to their own assignments.
- Students will enjoy a classroom atmosphere of creativity and student cooperation while, at the same time, producing great works of art.

COURSE ASSESSMENT

Attached is a sample of the grading rubric for every major assignment. Projects are graded based on the six categories with five points apiece. Students should understand that in this class it requires ALL assignments to be turned in to complete the Course.

GRADING SCALE

30-27	A
26-24	B
23-21	C
20-18	D
17-0	F

When a project does not make 65% for a final grade, the assignment cannot be counted and must be reworked until a higher grade is achieved!

COMPLETING AN ASSIGNMENT

Every major assignment will have a given grade sheet that outlines expectations and guidelines for that project. It should be understood that to complete an assignment the following **MUST** occur:

1. A **.JPG** file is saved in the correct folder to be critiqued and graded
2. The Artist Statement is saved as a **.WORD** document in the above folder
3. The given grade sheet is returned to the Instructor with name written on top

ARTIST STATEMENT

In this class an Artist Statement will be required for almost all of the assignments. Statements are based off of Minnesota State High School League requirements in the 2AA Visual Arts Region. Attached to this syllabus are the expectations for writing a Statement. Students should refer to this every time they write!

PARTICIPATION POINTS

Participation points are given every class day. Each day is worth ONE point and can be taken away depending on level of work and/or attendance. All of these are added to your final grade at the end of the Trimester. These points will add up quickly!! They could mean the difference between a good and bad grade.

- You must be on time for class, if you're late, please have a pass with you. If you are tardy more than three times without a proper pass/excuse then your final grade will start to go down a third of a letter grade ("A" goes down to an "A-"). A helpful idea is to come to class, check in with the instructor and then ask to go to the restroom or drink. That way the instructor knows you're present.
- You need to stay in your assigned computers! If something should go wrong the Tech personnel can ask the assigned student specific questions to solve the issue. The Instructor reserves the right to move any student that is distracting to others.
- Most importantly, you **MUST** respect others and their computers. It takes a lot of time and money to keep these computers up and running. If it's obvious that you can't handle yourself in the class, you will receive Office referrals and then permanently removed from class.

MAJOR CLASSROOM EXPECTATIONS:

All students are expected to have read and understand the High School behavior policy contained within their agenda books. These rules are expected to be followed by students at all times. In this classroom there are three broad rules that should be observed:

Respect others:

- No inappropriate touching of others.
- Insulting comments towards others and/or their artwork are not to be tolerated.
- Do NOT mess with another students' artwork or personal stuff without their permission.

Respect the room:

- If you make a mess, you clean it up. The sooner you do, the better.
- Do not damage anything in the classroom; it's not yours to begin with!

Respect yourself:

- YOU are the artist! Don't insult yourself. It's better than you think it is!
- Please do not throw ANY artwork away while in school. Take it home; once it's off school property it is yours to deal with.
- The instructor does not want to hear: 'I can't,' 'this sucks,' 'I hate this.' There are many others along these lines - don't say it.

REQUIRED MATERIALS (These are expected everyday!)

- A two-pocket folder is a good idea to have for the class. This can be where your graded work and class handouts can go into. If I show that you are missing a grade,

but you did complete it, you can show me the grade sheet from your folder to correct the mistake.

- A pencil (mechanical or standard)! Any other art supplies can be found in the room, but if the student favors their personal mediums then they can bring it in and use it. It is the students' responsibility to watch over their property.
- There is a massive amount of material being saved from this class! A *Flash drive* is a very good idea to have for the class to bring home/transfer assignments from the school drive. The Instructor recommends at least a 4G-memory stick. These are cheaper and easy to find at most stores.



GAMES – EMAIL – INTERNET

The main idea of this Course is to learn programs from Adobe Creative Suite 3 and develop higher-level computer skills! The use of the Internet is secondary to this. While the Internet can be the major source of images and information; it is NOT there for personal use. Students should not be using the Internet for purchasing, gaming, or downloading any material not related to the class. Email can be accessed, but it is preferred to occur before class starts, or in the last few minutes before students are excused to leave.



FOOD AND DRINK



There is no food or drink allowed into the room. The **ONLY** exception to this rule is water in a non-spill container. Any liquid other than water can cause harm and/or permanent damage to the keyboard. Any disregard to this rule and you will receive one warning and the food is to be thrown away. Any other incident will be an office referral.

MUSIC IN CLASS

Music is allowed in class. You can listen to what you want as long as the teacher can't hear it, or the student next to you isn't bothered. Personal MP3 or CD players are fine, but headphones are expected to be off the head when the instructor is talking.

- **DO NOT** download music from the computer! Streaming is also not allowed in the class, this will slow the Internet quite considerably. *This will not be allowed in class at all.* This goes for movies/videos as well. These must be directly related to the class assignment.