

LITCHFIELD PUBLIC SCHOOLS
Core Curriculum Scope and Sequence
Desktop Publishing

Name of Unit Weeks	CT Frameworks/ Standards	Content and Skill Objectives Students will be able to:	Assessments	Resources
<p><i>The Basics of Desktop Publishing Weeks 1-6</i></p>	<p>CT ITL Framework, Content Standard 3, Information Processing</p> <ul style="list-style-type: none"> • <i>Demonstrate ability to identify and compare sources of information and apply multiple evaluative criteria, including purpose, point of view, biases and stereotypes, accuracy, continuity and currency</i> <p>CT ITL Framework, Content Standard 4, Application</p> <ul style="list-style-type: none"> • <i>Use in depth applications of appropriate software and hardware to organize, analyze and interpret information</i> <p>CT ITL Framework, Content Standard 5, Technology Use</p> <ul style="list-style-type: none"> • <i>Use content-specific tools and software</i> <p>CT ITL Framework, Content Standard 6, Responsible Use</p> <ul style="list-style-type: none"> • <i>Observe local, state and national laws and policies and procedures regarding the use of print and non-print resources, computers, other technologies and networks</i> 	<ul style="list-style-type: none"> • Define and apply the rules of typography • Understand and appropriately apply colors using their symbolism and psychological implications • Analyze professionally designed publications for intended audience and purpose • Demonstrate understanding of how logos provide a unique mark to a publication • Use bitmap and vector-based images appropriately for the situation • Learn and apply the Graphic Design Process when designing simple publications • Learn to apply the tools of Publisher 2010 • Apply the principles of copyright and fair use when acquiring content and graphics for publications 	<ul style="list-style-type: none"> • Typeface Pairs application • My Favorite Color graphical layout • Color Combos design • Logo Design exercise • Business card • Sample Publication Analysis • “House for Sale” advertisement • Copyright Challenge assignment 	<ul style="list-style-type: none"> • www.misterprescott.com • The Graphic Design Process graphic organizer • Logo Quiz • Retail Alphabet Game • Copyright Challenge • “Vector and Bitmap Images”, ask.com • “Color: Meaning, Symbolism and Psychology,” Squidoo.com • Basic Tasks in Publisher 2010 tutorials • “Helvetica,” a documentary film by Gary Hustwit, 2007

<p>Graphic Design Elements Weeks 7-10</p>	<p>CT ITL Framework, Content Standard 3, Information Processing</p> <ul style="list-style-type: none"> • <i>Demonstrate ability to identify and compare sources of information and apply multiple evaluative criteria, including purpose, point of view, biases and stereotypes, accuracy, continuity and currency</i> <p>CT ITL Framework, Content Standard 4, Application</p> <ul style="list-style-type: none"> • <i>Use in depth applications of appropriate software and hardware to organize, analyze and interpret information</i> <p>CT ITL Framework, Content Standard 5, Technology Use</p> <ul style="list-style-type: none"> • <i>Use content-specific tools and software</i> <p>CT ITL Framework, Content Standard 6, Responsible Use</p> <ul style="list-style-type: none"> • <i>Observe local, state and national laws and policies and procedures regarding the use of print and non-print resources, computers, other technologies and networks</i> 	<ul style="list-style-type: none"> • Apply various tools of Publisher 2010 to publication design • Analyze the five graphic design elements—line, shape, texture, space and size • Utilize the tools of Publisher to create examples of the five design elements • Create design plans for publications with audience and purpose in mind • Practice using the five design elements by re-creating professionally-designed publications • Design a community publication appropriate to audience and purpose • Apply the principles of copyright and fair use when acquiring content and graphics for publications 	<ul style="list-style-type: none"> • Design Elements Quiz • Design Elements Booklet • LHS News community newsletter • Sample Publication Recreation 	<ul style="list-style-type: none"> • www.misterprescott.com • Microsoft Publisher Tutorials: University of Wisconsin at Eau Claire • Proto Magazine • DTP Design Grading Rubric
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<p><i>Applying the Principles of Contrast, Repetition, Alignment and Proximity Weeks 11-20</i></p>	<p>CT ITL Framework, Content Standard 3, Information Processing</p> <ul style="list-style-type: none"> <i>Demonstrate ability to identify and compare sources of information and apply multiple evaluative criteria, including purpose, point of view, biases and stereotypes, accuracy, continuity and currency</i> <p>CT ITL Framework, Content Standard 4, Application</p> <ul style="list-style-type: none"> <i>Use in depth applications of appropriate software and hardware to organize, analyze and interpret information</i> <i>Determine appropriate technology(s) and format(s) to clearly present information gathered from a variety of print and non-print resources, for a variety of audiences</i> <p>CT ITL Framework, Content Standard 5, Technology Use</p> <ul style="list-style-type: none"> <i>Use content-specific tools and software</i> <p>CT ITL Framework, Content Standard 6, Responsible Use</p> <ul style="list-style-type: none"> <i>Observe local, state and national laws and policies and procedures regarding the use of print and non-print resources, computers, other technologies and networks</i> 	<ul style="list-style-type: none"> Apply the C.R.A.P Principles of good design to analyze sample publications Write a design plan that appropriately addresses the audience and purpose of a publication as well as the graphic design elements and C.R.A.P Principles of good design Plan and design multi-page publications of various formats Apply advanced tools and techniques of Publisher 2010 to publication design Apply the principles of copyright and fair use when acquiring content and graphics for publications 	<ul style="list-style-type: none"> FoodShop menu redesign Magazine Cover Personal Publication Project Promote It! Project Theme Restaurant Menu 	<ul style="list-style-type: none"> www.misterprescott.com C.R.A.P. Principles of Good Design DTP Design Grading Rubric
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