

LITCHFIELD PUBLIC SCHOOLS
Core Curriculum Scope and Sequence
Exploring Communications

	CT Frameworks/ Standards	Content and Skill Objectives Students will be able to:	Assessments	Resources
Design 1-2 weeks	<u>Visual Arts Standards</u> <i>Elements and Principles</i> Students will understand and apply elements and organizational principles of art.	Identify and utilize the elements of art in a work to create mood/meaning.	Visual arts based projects - Advertisement - Graphic Organizer	Internet Teacher Handout
Graphic Design 3 Weeks	<u>Visual Arts Standards</u> <i>Connections</i> Students will apply visual art skills and understandings to solve problems relevant to a variety of careers. <u>Information and Technology Literacy Frameworks:</u> <i>Technology Use</i> Students will operate and use computers and other technologies as tools for productivity, problem solving and learning across the content areas. • Produce a variety of	Use the elements of art and Adobe Photoshop skills to create a digital art or advertisement.	- Logo Design - Poster Design - Collage Design - Typography	Internet Teacher Examples Teacher Handouts Photoshop Tutorial

	products using advanced features of personal productivity software.			
Video 3 Weeks	<u>Technology Education</u> <i>Production Skills</i> Identify and describe the elements of production to effectively produce a production including various types of music and video formats.	Storyboard, script, produce, and reflect on their video.	Storyboard Video Reflection	Teacher Examples Video Editing software Camcorder Internet

<p>Animation</p> <p>4 Weeks</p>	<p><u>Visual Arts Standards</u> <i>Analysis, Interpretation and Evaluation</i> Students will reflect upon, describe, analyze, interpret and evaluate their own and made others' work.</p> <p><u>Technology Education</u> <i>Computer Based Technology</i> Identify and demonstrate the use of various hardware and software programs used in the video production field for a variety of formats.</p>	<p>Design their own character and create an animation using drawing techniques, Photoshop skills, and video editing skills.</p>	<p>Character design</p> <p>Graphic Organizer</p> <p>Animation</p>	<p>Wallace and Gromit</p> <p>Adobe Photoshop</p> <p>Video editing software</p>
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<p>Architecture</p> <p>5 Weeks</p>	<p><u>Technology Education</u> <i>Computer Aided Drafting and Design</i> Materials and Processes: Identify and describe the basic elements used in computer aided drafting and design.</p> <p><u>Technology Education</u> <i>Computer Aided Drafting and Design</i> Creating and Manipulating Mechanical Drawing Information: Describe and demonstrate the process for creating various types of views using a well- organized process.</p>	<p>Design a 2D floor plan with accurate dimensions for a livable space.</p> <p>Design a 3D Model of a house.</p>	<p>Internet Research</p> <p>Revise a plan</p> <p>Floor Plan</p> <p>2D Model of a 3D view</p>	<p>Internet</p> <p>Revit</p> <p>GooglesketchUp</p>
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	CT Frameworks/ Standards	Content and Skill Objectives Students will be able to:	Assessments	Resources
3D Modeling 3 Weeks	<u>Technology Education</u> <i>Computer Aided Drafting and Design</i> Creating and Manipulating Mechanical Drawing Information: Describe and demonstrate the process for creating various types of views using a well- organized process.	Design a functional part in a 3D modeling program that includes: - Dimensions - Accurate measurements - Views	Geometry and views of solids Final Drawings	Teacher Handouts Inventor Calipers
Wood Construction 1 Week	<u>Technology Education</u> <i>Computer Aided Drafting and Design</i> Using a 3-D Model: Describe and demonstrate the process for converting 2- D drawings to a 3- D format as well as the process for creating construction planes.	Create a prototype of a CAD drawing.	Final Product and accuracy	Lathe CAD Drawing

<p>Reflection 2 Days</p>	<p><u>Technology Education</u> <i>Project Development</i> Describe the components of successful project development.</p>	<ul style="list-style-type: none"> • Critique videos using bloom's taxonomy: <ul style="list-style-type: none"> - Describe - Analyze - Judge - Interpret • Present a proposal for a project 	<p>Critique Proposal Reflection</p>	<p>Teacher examples/lecture</p>
<p>Video Careers 1 week</p>	<p><u>Technology Education</u> <i>Alternative Uses of Digital Video Production</i> Identify and describe the various uses of digital video production.</p>	<ul style="list-style-type: none"> • Understand how video is used in a variety of careers. 	<p>Video Presentation Graphic Organizer</p>	<p>Teacher Examples</p>