



**GRAPHIC DESIGN I & II**

**MRS. RITCHIE**

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***WELCOME!***

**COURSE DESCRIPTION:** This is an introductory computer graphics course which covers many aspects of Graphic Design. The student will use computers to assist in creating art and graphics using many different software programs applicable today for use in graphics. This course represents the fundamentals of design, visual communication and conceptualization. Activities focus on research and problem solving with an emphasis on idea generation and refinement using thumbnail and rough layouts.

**DAILY EXPECTATIONS:** My expectations of students are that you stay on task, work hard, have fun and be creative.

**CLASSROOM CITIZENSHIP GRADE:** All students are aware of their citizenship grade, which is worth 10 points every two weeks. They are graded on their attendance, organization, participation, digital citizenship, classroom manners, tardiness, homework/classwork completion, social etiquette (what do you share & talk about in front of others), and attitude.

**CLASSROOM RULES:**

- GIVE RESPECT - GET RESPECT
- CLEAN UP AFTER YOURSELF BEFORE YOU LEAVE
- TRASH GOES IN THE TRASH CAN
- BE ON TIME, BE ON TASK, AND BE PREPARED

**CLASSROOM PROCEDURES:**

- HOMEWORK - TO BE TURNED IN PERIOD DRAWER
- OUR SCHEDULE AND FUTURE WORK WILL BE POSTED ON THE BOARD
- WHEN COMING INTO CLASS: REFER TO THE WHITEBOARD FOR DAILY AND FUTURE TASKS, SUPPLIES NEEDED, TESTS, ETC.

**ABSENCES & TARDINESS:**

1. GO TO THE STUDENT CENTER, THEN ENTER CLASS QUIETLY
2. LOOK AT CALENDAR AND GOOGLE CLASS FOR MISSING ASSIGNMENTS
3. GRAB ANY HANDOUTS OR MISSING WORK YOU MAY HAVE MISSED

**A tardy is defined as a student not being in the classroom when the bell rings. Consequences and interventions will be assigned by the assistant principal every 3rd tardy.**

**GRADING:**

**10% OR LESS HOMEWORK**

**40% OR LESS FORMATIVE ASSESSMENTS (Progress Monitoring)**

**Examples: class work, notes/notebook, independent or group work, presentations, quizzes**

**50% or more Summative Assessments (Assessments of Mastery)**

**Examples: projects, final essays, presentations, tests, quizzes and labs**