

**Mississippi Department of Education  
Office of Curriculum and Instruction**

Course Title: **Graphic Design II**

Grade Level: **9, 10, 11, 12**

Carnegie Unit: **½**

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# Graphic Design II

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<b>Competencies and Suggested Objectives</b>	
1. Apply color theory and design principles.	DOK 2, WDC1, WDC2, WDC3, WDC4, WDC6, WDC7, WDC8, WDC9, WDC10, PRT1, PRT2, PRT3
<ul style="list-style-type: none"><li>a. Discuss the types of design principles and define design principle terms.</li><li>b. Demonstrate the importance of color management, and explain why color variations occur between devices.</li><li>c. Demonstrate use of selection, drawing, and painting tools in appropriate graphic design software.</li><li>d. Discuss possible canvas sizes for logos, and demonstrate the options that can be altered.</li><li>e. Incorporate image-optimization (vector and bitmap) strategies and file formats.</li><li>f. Identify aspects of redesign and its importance in the design process.</li></ul>	
2. Examine typography and layout design.	DOK 1, WDC1, WDC2, WDC3, WDC4, WDC6, WDC7, WDC8, WDC9, WDC10, PRT1, PRT2, PRT3
<ul style="list-style-type: none"><li>a. Discuss typography concepts for use in planning and designing in graphic design.</li><li>b. Discuss how tone, audience, and purpose impact design and readability.</li><li>c. Explore resizing and cropping images.</li><li>d. Demonstrate layout in graphic software.</li><li>e. Demonstrate importing files into graphic software.</li></ul>	
3. Apply design principles and techniques in the creation of a print project.	DOK 3, WDC1, WDC2, WDC3, WDC4, WDC6, WDC7, WDC8, WDC9, WDC10, PRT1, PRT2, PRT3
<ul style="list-style-type: none"><li>a. Utilize design principles and techniques for use in planning, designing, and producing a print project.</li><li>b. Introduce aspects of project management and how to work with clients.</li><li>c. Explore the process of reviewing and redesigning a print project.</li></ul>	

## References

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Adobe Systems, Inc. Retrieved December 11, 2013, from  
<http://www.adobe.com/education/instruction/teach/visualdesign.html>

Adobe Systems, Inc. Retrieved December 11, 2013, from  
<http://www.adobe.com/inspire.html?sort=topic&product=15&topic=0&type=all&level=all&x=8&y=6>

Kodak. (n.d.). *Tips and projects center*. Retrieved December 11, 2013, from  
[http://www.kodak.com/eknec/PageQuerier.jhtml?pq-path=2/3/38&pq-locale=en\\_US](http://www.kodak.com/eknec/PageQuerier.jhtml?pq-path=2/3/38&pq-locale=en_US)