

LAYOUT

Magazine Cover

Overview

GOAL: Create a magazine cover with you as the central character for the issue.

| Measurable Learner Objectives | Crosswalk to Show-Me Standards | Instructional Activities | Assessment |
|---|--------------------------------|--|--|
| Set margins. B1 | CA1, 2.1 | Create an effective focal point for a magazine cover that is 8 x 10 with you as the central character for the issue. The issue is to have at least four article teasers about your life, a picture of you that is appropriate for the theme of the issue and at least two smaller pictures of other topics included in the magazine. Set margins for a balanced set up; use text boxes for layout and design; import graphics, scan files, and create files with a digital camera for pictures and images; manipulate graphics for best layout and size; determine and adjust type attributes and use text objects for font effects; and apply layering techniques to develop an attractive uncluttered design. Proofread and correct errors before printing a copy. Include barcode, price, issue information, and date on the cover. | Use the <i>Magazine Cover</i> assessment to evaluate the magazine cover with you as the central character of the issue. Evaluate the cover for balanced margins; usage of text boxes in layout and design; graphics that are scanned, created with a digital camera, or imported and the manipulation of such for layout and size. Evaluate the type attributes and text objects for effects the fonts can create and layering techniques used for eye appeal and professional appearance. Evaluate the cover for accuracy, following specific directions, and good file management. |
| Create an effective focal point. B6 | CA1, 2.1 | | |
| Apply layering techniques in publications. B10 | CA1, 2.1 | | |
| Create a text block. C1 | CA1, 2.1 | | |
| Use text objects and associated features (e.g., word wrapping, drop caps, initial caps, sizing, color, linkage, frames). C3 | CA1, 2.1 | | |
| Determine and adjust type attributes (e.g., italics, underline, reverse, strike through). D3 | CA1, 1.5 | | |
| Import graphics from various sources (e.g., software-specific library, other applications, Internet). E1 | CA3, 2.7 | | |
| Manipulate graphics (e.g., resizing, cropping, scaling, rotating). E2 | CA3, 2.7 | | |
| Create scanned files. E4 | CA3, 2.7 | | |
| Create files from a digital camera. E5 | CA3, 2.7 | | |
| Manage electronic files. A9 | CA3, 1.8 | | |
| Proofread and correct errors. C8 | CA1, 2.1 | | |

Activity originally developed by Jill Salmon; adapted and used with her permission.