

Basic Concepts

Lesson Plan 1_Basic Concepts

- a. define terms related to graphic arts/desktop publishing
- b. explain copyright issues related to graphic arts/desktop publishing (e.g., legal, ethical)
- c. demonstrate sensitivity to bias (e.g., culture, gender, age)
- d. manage electronic files (e.g., storage, naming files, retrieval)
- e. identify careers/self-employment opportunities in photography.
- f. exhibit leadership skills through a student organization (e.g., SkillsUSA)

Safety

Lesson plan 2_Safety

- a. Inspect and use camera straps
- b. Demonstrate proper care of light systems (be aware of overheating and turn off when not in use)
- c. Explain the proper use of camera's flash t(do not use a camera's flash if facing a person who is operating a vehicle.)
- d. Be respectful of others
- e. Arrange equipment so that traffic flow areas should are free from stand and cords
- f. Learn the proper use and location of fire extinguishers and emergency exits
- g. Don't stand (or cause others to stand) in the way of stairs, aisles, escalators or doorways.

Understanding Cameras

Lesson Plan 3_Understandin g Cameras Variety of equipment

- a. Discuss the variety of Camera equipment
 - Cases
 - Lens Caps
 - UV filters
 - Tripods
 - Straps
 - Memory Cards

Lesson Plan

4_ Understanding

- g Cameras proper handling and cleaning
- b. Demonstrate proper handling and cleaning

- c. Identify the parts of camera anatomy
Compartments

Lesson Plan

5_ Understanding

- g Cameras parts and anatomy
menus and settings

- Ports
Dials
Screen
Diopter

- d. Use a variety of Menus and settings
- e. Explain A, S, M, and P setting on the camera dial

Composition

- a. Explain how to set your camera for various Depths of Field
b. Discuss the rule of thirds
c. Demonstrate the use of White Balance
d. Create a variety of photos demonstrating rules of composition

Lesson Plan

6_ Composition

- a. The rule of thirds
b. Pattern
c. Textue
d. Symetry
e. Lines (vertical, horizontal, leading, diagonal, s-curve)
f. Depth of Field

Lighting

- a. Identify lighting equipment (Light types and modifiers)
b. Describe a three light system
c. Use the light around you (direct sunlight, deep shade)
d. Create your own light (flash basics, strobes, continuous, etc.)
e. Demonstrate the use of reflectors and diffusers
f. Set lighting for tabletop and macro photography
g. Portrait lighting

Lesson Plan

7_ Lighting

- h. Explain ambient light
- i. Discuss light temperature

Editing and Output/Basic Photoshop

Lesson Plan 8_Photoshop Editing and Output

- a. use a digital camera to acquire appropriate resolution images (e.g., portrait, landscape, moving objects)
- b. use a scanner to digitize images with appropriate resolution for intended use
- c. import files from a digital camera
- d. import images from various sources (e.g., software-specific library, other applications, Internet)
- e. create images
- f. edit images (e.g., color, filter, tint, contrast, watermark, brightness)
- g. apply image modes (e.g., convert RGB, CMYK, grayscale)
- h. manipulate images (e.g., mask, resize, crop, scale, rotate, group/ungroup)
- i. determine appropriate image file formats (e.g., bmp, tiff, jpeg, gif, pict, eps)
- j. apply appropriate resolution settings for intended use of image

Develop a portfolio

Lesson Plan 9_Develop a portfolio

- a. Explain ways portfolios can be used
 - b. Create a resume highlighting graphic arts/desktop publishing and related skills.
 - c. Select sample projects to show graphic arts/desktop publishing concepts mastered
 - d. Explain the reasons for selecting the sample projects in the portfolio
 - e. Arrange a selection of same projects into professional presentation
- (Deb Zoglmann)

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