iPad Publishing

03/11/2013

Technology

iPad Publishing

Course Number: 487

Discipline: Technology

Grade Level: 9-12

Course Length: 1 Semester

Credits: 2.5

Course Description: This course provides examination of the print production cycle, from concept through finishing, as well as hands-on creation of print-ready digital files utilizing Adobe Creative Suite applications. In addition, introduction to Apple iPad app development and content creation. The course will enable students to work more effectively with printers and online publishing while providing the creative capabilities of industry vendors. Additional emphasis on software proficiency, digital prepress, color reproduction, typography, green design and the creation of PDF files for digital or conventional printing.

21st Century Student Learning Expectations:

- Use technology as a tool to research, organize, evaluate and communicate information
- Use digital technologies (computers, PDAs, media players, GPS, etc.), communication/networking tools and social networks appropriately to access, manage, integrate, evaluate and create information to successfully function in a knowledge economy.
- Apply a fundamental understanding of the ethical/legal issues surrounding the access and use of information technologies.

Unit: Unit 6, Magazine Madness

Enduring Understanding:	• To become comfortable using the basic features of Adobe InDesign and Photoshop to create marketing and magazine materials with an understanding of basic design principles.
Essential Questions:	• How does learning the basic features of Adobe InDesign and Photoshop remind you of learning how to play a sport as well as learning the different plays performed in the sport? Please explain and link comparisons to InDesign, Photoshop and design principles.
Unit Objectives: (#) shows mapping to MA Frameworks	• To become more comfortable working with the tools in Adobe InDesign and Photoshop. • Understand how to create design material around the four major design principles learned in class. • Students will display a personal interest through a piece of magazine art. Basic Operations, Gr.9-12: 1.6 & 1.7 Desktop Publishing, Gr. 9-12: 1.8, 1.9 & 1.1.0 Ethics, Gr. 9-12: 2.3
Assessment Activities:	• Magazine Madness Project- Original Piece • Magazine Madness Reflection
Vocabulary:	• Alignment, Proximity, Repetition, Contrast, Color, .JPG, .Gif, .PSD, Typography, CMYK, RGB, Browser Safe Colors, Pixel, Vector, Rasterized, PPI, Cloning, Selection Tools, Filters & Smart Objects
Common Learning Activities/Labs:	• Building and Publishing Magazine • Magazine Influence Cover (see links below) • Removing a Background in Photoshop (see links below) • Wireframe (see links below)
Project Based Learning Activities:	• Put your plan into action! (step 6) http://mrscullen.com/images/ipp_projectmanagementupdated.pdf
21st Century Student Learning Expectations:	• Mastery of the technologies being used

Unit: Unit 6, Magazine Madness Cover

What components are essential and non-essential?

- **Basic Features in Photoshop**
  - Explore Photoshop
  - Removing the Background to an Image
    http://www.youtube.com/watch?v=QTZ1HnGzm6E&feature=youtu.be

- **Building and Publishing your Magazine**
  - Building and Publishing Your Magazine, Step 6
    http://mrscullen.com/images/ipp_projectmanagementupdated.pdf
  - Project Management for Cover, Step 3
    http://mrscullen.com/images/ipp_projectmanagementupdated.pdf

- **Magazine Madness Project**
  - Taking picture of self, creating cover in InDesign & Adding to Folio
  http://mrscullen.com/images/ipp_ipadpublishingmadnesscover.pdf