

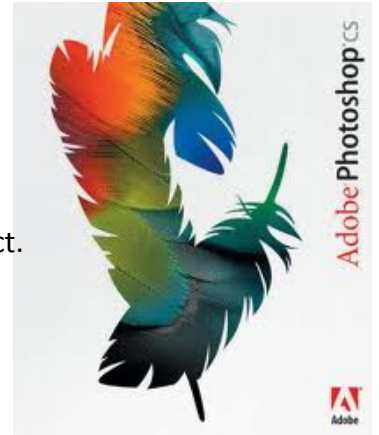
## **Photoshop Activity** (3 hrs)

This activity requires students to explore the concepts of design by working with a variety of graphics and media tools to create visual designs. Using the principles of design and noting the target audience are essential in this activity.

### **Teacher Notes**

#### **Evaluation Questions:**

1. Describe 5 tools you have used in Photoshop to develop a finished product.
2. Explain the layers application and how they are used?
3. Explain the term “Flattening an image” and why it is done.



### **Learning Outcomes:**

Students will:

- GCO 3.1: Demonstrate an understanding of the principles of design.
- GCO 3.3: Create solutions to design problems using a variety of communication media.
- GCO 3.4: Demonstrate effective use of communications and design tools.
- Identify some examples of designs that appeal to them as a target audience.
- Apply the principles of design in their work.
- Practice identifying the principles of design in sample work from magazines and websites.

### **Teacher Objectives**

**Day 1:** Introduce the program Photoshop describing the power the program has as a media tool. Present various examples of Ads that have potentially been created with Photoshop. Go over the basic tools allowing enough information for students to become confident. Provide access to the web tutorial for them to use to start creating their first project.

**Day 2:** Project work. Periodically stop to bring attention to various features of the drawing tool palette.

**Day 3:** Finish up activity.

