

TECHNOLOGY EDUCATION CURRICULUM SUMMARY

The purpose of the Technology Education Curriculum Summary is to present an overview of the Graphic Arts I curriculum. Parents are the intended audience of the Technology Education Curriculum Summary.

INTRODUCTION TO GRAPHIC ARTS		PRODUCTION
<ul style="list-style-type: none">• History of graphic arts• Legalities: copyright• Processes of graphic arts• Use of the Internet• Safe and appropriate use of tools and materials		<ul style="list-style-type: none">• Technological problem solving• Importing and exporting• Scanning, digitizing• Use of animation• Use of video• Camera-ready quality originals• Reproduction
LAYOUT AND DESIGN		CAREER EDUCATION
<ul style="list-style-type: none">• Principles of layout and design• Thumbnail sketches• Rough layouts• Text		<ul style="list-style-type: none">• Careers in graphic arts• Skills necessary for graphic arts careers• Job training opportunities for graphic arts positions• Application of skills in other fields