Marking Period 1-4		Unit Title Computer Graphics III		Recommended Instructional Days 180
Artistic Process:		chor Standard: I Knowledge & Skills		
Creating Performing Responding Connecting	Descriptio conceptual: Standard # Descriptio developing Standard # Descriptio completing Standard # Descriptio analyzing, Standard # Descriptio analyzing, Standard # Descriptio completing	<ul> <li>#: Anchor Standard 2</li> <li>n: Organizing and ideas</li> <li>#: Anchor Standard 3</li> <li>n: Refining and</li> </ul>	Interdisciplinary Conn	vities, Investigations, ections, and/or Student NJSLS-VPA within Unit

	<ul> <li>Description: Conveying meaning through art.</li> <li>Standard #: Anchor Standard 7</li> <li>Description: Perceiving and analyzing products.</li> <li>Standard #: Anchor Standard 8</li> <li>Description: Interpreting intent and meaning.</li> <li>Standard #: Anchor Standard 9</li> <li>Description: Applying criteria to evaluate products.</li> <li>Standard #: Anchor Standard 10</li> <li>Description: Synthesizing and relating knowledge and personal experiences to create products.</li> <li>Standard #: Anchor Standard 11</li> <li>Description: Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.</li> </ul>	
Artistic <i>Practice</i> :	Performance Expectation/s:	
<b>Creating</b> Conceive, Develop, Construct	HS Advanced 1.2.12adv.Cr1	Activity Description: Example Learning Activity:

Performing integrate, Practice, Presenta. Fluently integrate generative methods, aesthetic principles and innovative thinking to form original ideas and solutions.Responding Perceive, Evaluate, Interpretb. Fluently integrate a sophisticated personal aesthetic for media arts productions.Connecting Synthesize, Relatec. Knowledge of systems, prototypes and production processes with consideration of complex constraints of goals, time, resources, and personal limitations.	<ul> <li>On an advanced level:         <ul> <li>Identify the elements and principles of design in relation to digital media.</li> <li>Identify Graphic artist styles and design concepts.</li> <li>Identify a variety of themes communicated through symbolism, metaphor, and allegory.</li> </ul> </li> <li>Explore marketing and advertisements.</li> <li>Identify cultural significances that change advertising.</li> <li>Explore themes used while creating advertisements.</li> <li>Modifications and/or Accommodations:         <ul> <li>Special Education: Utilize a multi-sensory (VAKT)</li> </ul> </li> </ul>	
	HS Advanced 1.2.12adv.Cr2 a. Fluently integrate a sophisticated personal aesthetic for media arts productions.	approach during instruction, provide alternate presentations of skills by varying the method (repetition, simple explanations, additional examples, modeling, etc.), modify test content and/or format, allow students
	b. Knowledge of systems, prototypes and production processes with consideration of complex constraints of goals, time, resources, and personal limitations.	<ul> <li>to retake test for additional credit, provide additional times and preferential seating as needed, review, restate and repeat directions, provide study guides, and/or break assignments into segments of shorter tasks.</li> <li>English Language Learners: Extend time requirements, preferred seating, positive reinforcement, check often for understanding/review, oral/visual</li> </ul>
	HS Advanced 1.2.12adv.Cr3	directions/prompts when necessary, supplemental

<ul> <li>a. Synthesize ideas with oprocesses, and component express compelling purport demonstrating mastery or arts principles such as hybridization.</li> <li>b. Intentionally and construction of the second seco</li></ul>	<ul> <li>and modified assessment and/or rubric.</li> <li>Students at Risk of School Failure: Deliver instruction utilizing varied learning styles including audio, visual, and tactile/kinesthetic, provide individual instruction as needed, modify assessments and/or rubrics, repeat instructions as needed.</li> <li>Gifted Students: Create an enhanced set of introductory activities, integrate active teaching/learning opportunities, incorporate authentic components propose interest based</li> </ul>
HS Advanced 1.2.12adv.Pr4 a. Synthesize various arts arts forms and academic into unified media arts.	
HS Advanced 1.2.12adv.Pr5 a. Employ mastered artist design, technical, and sof in managing and produci media artworks. b. Fluently employ master	ft skills ng

creativity and adaptability in	
formulating inquiry and	
solutions to address complex	
challenges within and through	
media arts productions.	
1	
c. Independently utilize and	
adapt tools, styles, and systems	
in standard, innovative, and	
experimental ways in the	
production of complex media	
artworks.	
artificial.	
HS Advanced	
1.2.12adv.Pr6	
a. Curate, design, and promote	
the presentation and distribution	
of media artworks through a	
variety of contexts.	
variety of contexts.	
b. Evaluate the benefits and	
impacts at the global level from	
presenting media artworks, such	
as new understandings gained by	
the artist or audience.	
the artist of audience.	
HS Advanced	
1.2.12adv.Re7	
a. Analyze and synthesize the	
qualities and relationships of the	
components and audience impact	
I components and addrence impact	

in a variety media artworks.	
b. Survey an exemplary range of	
media artworks, analyzing	
methods for managing audience	
experience, creating intention	
and persuasion through	
multimodal perception, and	
systemic communications when	
addressing global issues	
including climate change.	
HS Advanced	
1.2.12adv.Re8	
a. Analyze the intent, meanings	
and impacts of diverse media	
artworks, considering complex	
factors of context and bias.	
HS Advanced	
1.2.12adv.Re9	
a. Independently develop	
rigorous evaluations of work,	
strategically seek feedback for	
media artworks and production	
processes as well as considering	
complex goals and factors.	
HS Advanced	
1.2.12adv.Cn10	
a. Independently and proactively	

	<ul> <li>access relevant and qualitative resources to inform the creation of cogent media artworks.</li> <li>b. Interpret the use of media artworks in order to demonstrate a high degree of skill to create new meaning, knowledge, and impactful cultural experiences.</li> <li>HS Advanced <ol> <li>2.12adv.Cn11</li> <li>Through relevant and impactful media artworks, demonstrate the relationships of media arts ideas to personal and global contexts, purposes, and values.</li> <li>b. Critically investigate and strategically interact with legal, technological, systemic, and vocational contexts of media arts.</li> </ol> </li> </ul>
Enduring Understanding/s:	Essential Question/s:
1. Media arts use a variety of sources such	1. How do media artists generate ideas and formulate artistic

	concepts and ideas into		and affect the creative
	artistic expression.		process? How can
2.	-		creative risks be
	organize, and develop		encouraged?
	creative ideas that can	2.	-
	effectively realize the		work? How do media
	artistic intent and		artists and designers
	communicate meaning.		determine whether a
3.	The forming,		particular direction in
	integration and		their work would be
	refinement of aesthetic		effective? How do
	components, principles,		media artists learn from
	and processes creates		trial and error?
	purpose, meaning, and	3.	How can an artist
	artistic quality in media		construct a media
	artworks.		artwork that conveys
4.	0		purpose, meaning, and
	various media and		artistic quality? How do
	content to develop		media artists
	complex, unified		improve/refine their
	artworks through a		work?
	process of creation and	4.	How are complex
_	communication.		media arts experiences
5.	Media artists require a		constructed? At what
	range of skills and		point is a work
	abilities to creatively	_	considered "complete"?
C	solve problems.	5.	How are creativity and
6.	Media artists present,		innovation developed
	share, and distribute		within and through
	media artworks through		media arts productions? How do media artists
			now do media artists

various social, cultural, use various tools and and political contexts. techniques? 7. Artist's appreciation of 6. How does time, place, media artworks is audience, and context influenced by their affect presenting or interests, experiences, performing choices for understandings, and media artworks? How purposes. Identifying can presenting or the qualities and sharing media artworks characteristics of media in a public format help artworks improves the a media artist learn and individual's aesthetic grow? Why do various and empathetic venues exist for presenting, sharing, or awareness. 8. : Interpretation and distributing media appreciation of an artworks? artwork and its media 7. How do we analyze and react to media require consideration of form, context, and artworks? How do personal experience. media artworks Analysis of media function to convey artworks provides clues meaning and influence audience experience? to their expressive intent. 8. How do people relate 9. Evaluation and critique to and interpret media are vital components of artworks? How can the viewer "read" a work of experiencing, appreciating, and art as text? How does producing media knowing and using arts vocabulary help us artworks.

10. Through creating	understand and interpret	
media artworks, people	works of art?	
make meaning by	9. How and why do we	
investigating and	value and judge media	
developing awareness	artworks? When and	
of culture and	how should we evaluate	
experiences.	and critique media	
11. Understanding	artworks to improve	
connections to varied	them? How is a	
contexts and daily life	personal preference	
enhances a media	different from an	
artist's work.	evaluation?	
	10. How does engaging in	
	creating media artworks	
	enrich people's lives?	
	How does making	
	media artworks attune	
	people to their	
	surroundings? How do	
	media artworks	
	contribute to an	
	awareness and	
	understanding of our	
	lives and communities?	
	11. How does art help us	
	understand the lives of	
	people of different	
	times, places, and	
	cultures? How is art	
	used to impact the	
	views of a society?	

	How does art mirror
	aspects of life? How do
	the other arts,
	disciplines, contexts,
	and daily life inform the
	creation, performance
	and response to media
	arts?
Social and Emotional Learning:	Social and Emotional Learning:
5	5
Competencies	Sub-Competencies
SEL/Create	SEL/Create
- (1) Generate and	CONSOLIDATED EU (1)
conceptualize artistic	Creative ideas and inspiration
ideas and work.	can emerge from a variety of
- (2) Organize and	sources. Creativity is a life skill
develop artistic ideas	that can be developed.
and work.	
- (3) Refine and	CONSOLIDATED EQ (1)
complete artistic ideas	How do artists generate creative
and work.	ideas?
SEL/Perform	SEL/Create
	CONSOLIDATED EU (2)
- (4) Analyze, interpret & select artistic work	Artists organize and develop
for Presentation.	creative ideas by balancing what
- (5) Develop & refine	is known with what is new.
artistic techniques &	15 KIIOWII WIUI WIIAU IS IICW.
work for presentation.	CONSOLIDATED EQ (2)
work for presentation.	CONSOLIDITIED EQ(2)

	TT 1 (* ) 1 (*	
- (6) Convey meaning	How do artists make creative	
through the	decisions?	
presentation of artistic		
work.	SEL/Create	
	CONSOLIDATED EU (3)	
SEL/Respond	Refinement of artistic work is an	
- (7) Perceive and	iterative process that takes time,	
analyze artistic work.	discipline, and collaboration	
- (8) Interpret intent and	-	
meaning in artistic	CONSOLIDATED EQ (3)	
work.	How do artists use a critique	
- (9) Apply criteria to	process and reflection to refine a	
evaluate artistic work.	work and decide it's ready to be	
	shared?	
SEL/Connect		
- (10) Synthesize and	SEL/Perform	
relate knowledge and	CONSOLIDATED EU (4)	
personal experiences to	Artists make strong choices to	
make art.	effectively convey meaning	
- (11) Relate artistic	through their understanding of	
ideas and works with	context and expressive intent.	
societal, cultural and	context and expressive intent.	
historical context to	CONSOLIDATED EQ (4)	
deepen understanding.	How do artists select repertoire?	
deepen understanding.	How does understanding the	
	structure and context of art	
	works inform performance and	
	presentation? How do artists	
	interpret their works?	
	SEL/Perform	

A pr th ev pr tin id ap	CONSOLIDATED EU (5) Artists develop personal rocesses and skills. To express heir ideas, artists analyze, valuate, & refine their resentation/ performance over me through openness to new deas, persistence, and the pplication of appropriate riteria.	
н qu	CONSOLIDATED EQ (5) Iow do artists improve the uality of their resentation/performance?	
C A pr or pl ar im	EL/Perform CONSOLIDATED EU (6) Artists judge resentation/performance based n criteria that vary across time, lace, and cultures. The context nd how a work is presented influences the audience esponse.	
W pr re	CONSOLIDATED EQ (6) When is a resentation/performance judged eady to present? How do ontext and the manner in which	

г		
	work is presented influence the	
	audiences response?	
	-	
	SEL/Respond	
	-	
	CONSOLIDATED EU (7)	
	Artists reflect, understand and	
	appreciate the impact of the arts	
	processes and the analysis of the	
	context(s) of the arts and artistic	
	works.	
	WUIKS.	
	CONSOLIDATED EQ (7)	
	How do artists comprehend and	
	process creative experiences in	
	ways that impact one's	
	5 1	
	perception and responses to	
	personal life experiences?	
	SEL/Respond	
	CONSOLIDATED EU (8)	
	The process of interpreting	
	artistic expression can be	
	-	
	achieved through analysis,	
	expressive intent, context and	
	personal experiences.	
	-	
	CONSOLIDATED EQ (8)	
	How does understanding an	
	-	
	artists expressive intent help us	
	comprehend, interpret, and	

personally relate to an artistic	
works.	
WOIKS.	
SEL/Respond CONSOLIDATED EU (9) Artists utilize educational and industry standards to analyze/assess and evaluate the performance and interpretation of artistic works.	
CONSOLIDATED EQ (9) How does understanding the quality, intent, and process of an artist's work impact an audience	
member? How does an audience member synthesize and receive an artistic work after knowing the creative process that supports the work?	
SEL/Connect CONSOLIDATED EU (10) Through the arts, personal experiences, ideas, knowledge,	
and contexts are integrated to make meaning, and synthesized to interpret meaning.	
CONSOLIDATED EQ (10)	

To show evidence of meeting the s	CONSOLIDATED EU (11) People develop ideas, expand literacy, and gain perspectives about societal, cultural, historical, and community contexts through their interactions with an analysis of the arts. CONSOLIDATED EQ (11) What relationships are uncovered when people investigate the cultural, societal, historical, and theoretical aspects of an artistic work; and how does this knowledge connect us to the art around us and enhance literacy in the arts and connection to our communities?	Assessments (Summative) To show evidence of meeting the standard/s, students will successfully complete:
	How does engaging in the arts deepen our understanding of ourselves, relate to other knowledge and events around us? SEL/Connect CONSOLIDATED EU (11)	

## Content Area: Visual & Performing Arts (NJSLS-VPA 9-12) Visual and Performing Arts: Computer Graphics III Grade:9-12

Formative Assessments:         • Peer and self feedback in critic	Differentiated Stud	Benchmarks:         • Rubric evaluations         • Tests/Quizzes         Summative Assessments:         • Performances/Presentations         • In-studio showings         ent Access to Content:	
Core	Alternate	ing Resources/Materials ELL	Gifted & Talented
Resources	Alternate Core Resources IEP/504/At-Risk/ESL	ELL Core Resources	Core Resources
Dewey, J. (1902). <i>The child and the curriculum</i> . Chicago: University of Chicago Press.	• Meet with the student's special education or inclusion teacher prior to initial assessment to learn how to best tailor the format	• Allow access to supplemental materials, including use of online bilingual dictionary.	• Connect students to related talent development opportunities, often offered through area colleges, with the assistance of guidance
Eisner, E. (2002). <i>The Educational</i> <i>Imagination 3<sup>rd</sup> ed</i> . Upper Saddle River, NJ: Prentice Hall	of any classwork, quiz or test to their individual special needs, as well as to discuss whether or not	• Meet with an ELL trained or inclusion teacher prior to initial assessment to learn how to best tailor the format	counselors.
Flinders, J. & Thornton, S. (2004). <i>The Curriculum Studies Reader.</i>	homework is appropriate.	of any classwork, quiz or test to their individual needs.	
NY: Routledge.	• Provide access to an individual or classroom		
Freire, P. (1972). <i>Pedagogy of the oppressed</i> . New York: Herder and Herder.	aide, when required by the student's IEP or 504, to improve student focus, comprehension and time on task.		
hooks,b., (1994). <i>Teaching to</i> <i>transgress: Education as the</i> <i>practice of freedom</i> .	• Provide access to modified materials as needed to improve accessibility (slant		
NJCCCS (2020). 2020 New Jersey Student Learning Standards for	boards, headphones for auditory processing		

Visual and Performing Arts. https://njartsstandards.org/sites/defa ult/files/2020-06/NJ_dance_at_a_gl ance.pdf Siperstein, S., Hall, S., LeMenager, S. (2017) Teaching Climate Change in the Humanities. Routledge.	disorders, gym mats for additional cushioning, active/sensory seating pads, helmets and body padding as required by physical therapist, etc.). Many can be borrowed from a student's special education classroom, or the school's Occupational		
	or Physical Therapists.		
	Supplementa	al Resources	
word processing applications may tablets that can be accessed throu Other: • N/A	y be beneficial. Some students with lim	tegies & Techniques	assistive communication devices and
Core Resources	Alternate Core Resources IEP/504/At-Risk/ESL	ELL Core Resources	Gifted & Talented Core
<ul> <li>Offer resources to students in a variety of ways to accommodate for multiple learning styles.</li> <li>Engage all learners through implementation of various resources including visual, audio, and tactile materials.</li> <li>Utilize a multi-sensory (Visual, Auditory, Kinesthetic, Tactile) approach as needed during instruction to better engage all learners.</li> <li>Provide alternate presentations of skills and steps required for project</li> </ul>		<ul> <li>Provide extended time to complete classwork and assessments as needed. Assignments and rubrics may need to be modified.</li> </ul>	<ul> <li>Offer pre-assessments to better understand students' strengths, and create an enhanced set of introductory activities</li> </ul>
		<ul> <li>Provide access to preferred seating, when requested.</li> </ul>	<ul> <li>Integrate active teaching and learning</li> </ul>

Content Area: Visual & Performing Arts (NJSLS-VPA 9-12) Visual and Performing Arts: Computer Graphics III Grade:9-12				
Provide easy access to course resources so the student can utilize materials within the classroom or at home to reiterate content learned within the course.	<ul> <li>completion by varying the method (repetition, simple explanations, visual step-by-step guides, additional examples, modeling, etc).</li> <li>Allow additional time to complete classwork as needed, when required according to students' IEP or 504 plan. Break assignments up into shorter tasks while repeating directions as needed. Offer additional individual instruction time as needed.</li> <li>Modify test content and/or format, allowing students additional time and preferential seating as needed, according to their IEP or 504 plan. Review, restate and repeat directions during any formal or informal assessments.</li> </ul>	Check often for understanding, and review as needed, providing oral and visual prompts when necessary.	<ul> <li>opportunities, including grouping gifted students together to push each other academically.</li> <li>Propose interest-based extension activities and opportunities for extra credit.</li> </ul>	

New Jersey Legislative Statutes and Administrative Code (place an "X" before each law/statute if/when present within the curriculum map)								
Amistad Law: N.J.S.A. 18A 52:16A-88		Holocaust Law: N.J.S.A. 18A:35-28	X	LGBT and Disabilities Law: <i>N.J.S.A</i> .	Х	Standards in Action: <i>Climate Change</i>	Х	Diversity and Inclusion <i>C.18A:35-4.36.A</i>

## Content Area: Visual & Performing Arts (NJSLS-VPA 9-12) Visual and Performing Arts: Computer Graphics III Grade:9-12

184:35-4.35

Stand	lard 9
12 Career Ready Practices	<ul> <li>_X_CRP1. Act as a responsible and contributing citizen and employee.</li> <li>_X_CRP2. Apply appropriate academic and technical skills.</li> <li>_X_CRP3. Attend to personal health and financial well-being.</li> <li>_X_CRP4. Communicate clearly and effectively and with reason.</li> <li>_X_CRP5. Consider the environmental, social and economic impacts of decisions.</li> <li>_X_CRP6. Demonstrate creativity and innovation.</li> <li>_X_CRP7. Employ valid and reliable research strategies.</li> <li>_X_CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.</li> <li>_X_CRP9. Model integrity, ethical leadership and effective management.</li> <li>_X_CRP10. Plan education and career paths aligned to personal goals.</li> <li>_X_CRP12. Work productively in teams while using cultural global competence.</li> </ul>

Content Area: 21st Century Life and Careers				
Strand C: Career Preparation				
9.2 CAREER AWARENESS, EXPLORATION, AND PREPARATION				
Number:	Standard Statement:			
9.2.12.C.1	Review career goals and determine steps necessary for attainment.			

## Content Area: Visual & Performing Arts (NJSLS-VPA 9-12) Visual and Performing Arts: Computer Graphics III Grade:9-12

9.2.12.C.2	Modify Personalized Student Learning Plans to support declared career goals.
9.2.12.C.3	Identify transferable career skills and design alternate career plans.
9.2.12.C.4	Analyze how economic conditions and societal changes influence employment trends and future education.
9.2.12.C.5	Research career opportunities in the United States and abroad that require knowledge of world languages and diverse cultures.
9.2.12.C.6	Investigate entrepreneurship opportunities as options for career planning and identify the knowledge, skills, abilities, and resources required for owning and managing a business.
9.2.12.C.7	Examine the professional, legal, and ethical responsibilities for both employers and employees in the global workplace.
9.2.12.C.8	Assess the impact of litigation and court decisions on employment laws and practices.
9.2.12.C.9	Analyze the correlation between personal and financial behavior and employability.

9.3 CAREER & TECHNICAL EDUCATION (CTE)	
	Content Area: Standard 9.3 Career and Technical Education

Strand: Arts, A/V Technology & COmmunications Career Cluster			
Number:	Standard Statement:		
9.3.12.AR-PRF.1	Describe the scope of the Performing Arts Career Pathway and the roles of various individuals in it.		
9.3.12.AR-PRF.2	Demonstrate the fundamental elements, techniques, principles and processes of various dance styles and traditions.		
9.3.12.AR-PRF.3	Perform a varied repertoire of vocal and/or instrumental music representing diverse styles, cultures and historical periods.		
9.3.12.AR-PRF.4	Demonstrate knowledge of music theory.		
9.3.12.AR-PRF.5	Explain key issues affecting the creation of characters, acting skills and roles.		
9.3.12.AR-PRF.6	Create stage, film, television or electronic media scripts in a variety of traditional and current formats.		
9.3.12.AR-PRF.7	Describe how technology and technical support enhance performing arts productions.		
9.3.12.AR-PRF.8	Analyze all facets of stage and performing arts production management.		