Unit: Digital Graphics Applications	Concept: Information Design

Standard

- 3.5.9-12.N Analyze and use relevant and appropriate design thinking processes to solve technological and engineering problems.
- 3.5.9-12.P Apply a broad range of design skills to a design thinking process.
- 3.5.9-12.Y (ETS) Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.
- 3.5.9-12.X Implement the best possible solution to a design using an explicit process.

Key Learning

- (LTTG) Students will be able to employ hands-on problem solving, i.e., designing, making/building, producing, and evaluating outcomes.
- (LTTG) Students will be able to collaborate as part of a team, valuing the contributions of all members.

Unit Essential Question

- How can I employ hands-on problem solving, i.e., designing, making/building, producing, and evaluating outcomes?
- How can I collaborate as part of a team, valuing the contributions of all members?

Essential Question

- How can I design, develop, create, and evaluate effective information designs?

Key Vocabulary

- Publications, Theme, Information Design, Print Media, and Portable Document Format (PDF)

Learning Experience

- Students will layout, design, develop, and create information design applications that involve making large amounts of information clear and accessible to the intended audience. Students will produce designs that clearly communicate, make information easily accessible, and enhance any type of information for the end-user's understanding. Students will create and organize design elements such as type and visuals on a page. Students will establish an underlying structure that helps in maintaining clarity, legibility, balance, and unity when working with a multipage format. Students will establish a flow or sense of visual consistency from one page to another. Students will use design to grab the reader's attention, generate intrigue, attract readers to specific content, and communicate messages quickly and clearly. Students will design for graphic impact and readability.

Performance Task

- Students will be challenged with complex digital graphics problems to solve, designing, developing, creating, and evaluating effective digital graphic designs. Based on the criteria and constraints, students will determine the best possible solutions to meet the needs and wants of the end-user(s). Students will design, develop, create, and evaluate their design solutions.

Terms

- (ETS) Engineering, Technology, and Applications of Science – Standards applicable across the Science, Environmental Literacy & Sustainability, and Technology & Engineering content areas.

- (LTTG) PDE Technology & Engineering Long Term Transfer Goals
- (Learning Experience) A learning experience refers to any interaction, activity, or other experience in which students acquire new understanding, knowledge, behaviors, or skills.
- (Performance Task) A performance task is any learning or assessment that asks students to perform to demonstrate their knowledge, understanding, and proficiency.