



Graphic Design 1-2, 3-4, & 5-6 Course Resume

Site: Westview High School

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Website: <https://westviewgds.wixsite.com/gdclass>

Westview Graphic Design Showcase: Held at the end of each semester to highlight and showcase student work to the community.

Course resumes showcase the skills students obtain in each CTE course. Each resume outlines the computational skills, analytical skills, and knowledge acquired in the course. Resumes also detail student experience with the tools, software and lab work related to

Graphic Design. The detailed skills listed within the course resumes illustrate the immediate, applicable contributions that students can make within a workplace.

School & Class Details

- **District:** The Poway Unified School District is located in a suburban community 15 miles northeast of San Diego. It is a primarily middle to upper-middle income residential community.
- **Westview Enrollment:** Approximately 2,300 students (9,10,11, or 12)
- **4x4:** Westview is on a quarterly system. The school year is divided into four (4) quarters. Two (2) quarters is equivalent to one school year, also referred to as a "Term". Students can take up to four (4) classes per term.
- **Class Periods:** Monday & Friday = 88 Minutes / Wednesday = 70 Minutes / Tuesday & Thursday = 81 Minutes
- **Graphic Design Classes 2021-22:** (38 Students max per class)
Term 1 has three (3) Graphic Design 1-2 classes.
Term 2 has three (3) Graphic Design 1-2 classes & one (1) Graphic Design 3-4 & 5-6 together in one period.

Professional Skills

- Thinks critically and solves problems effectively
- Practices occupational safety standards
- Timely, professional
- Communicates effectively and appropriately
- Works independently and cooperatively
- Performs reliably and responsibly



- Completes an appropriate resume, models job interview techniques

Technical Skills

- Understands of the Elements and Principals of Design
- Awareness of Color Management and Application
- Process of developing and sketching ideas
- Computer Literacy and Equipment Terminology
- Computer Application Skills: Microsoft Word, Microsoft, Photoshop and Illustrator
- Creative and Technical Process of Project Management
- Creates a Design Web Portfolio

Equipment and Software Proficiencies

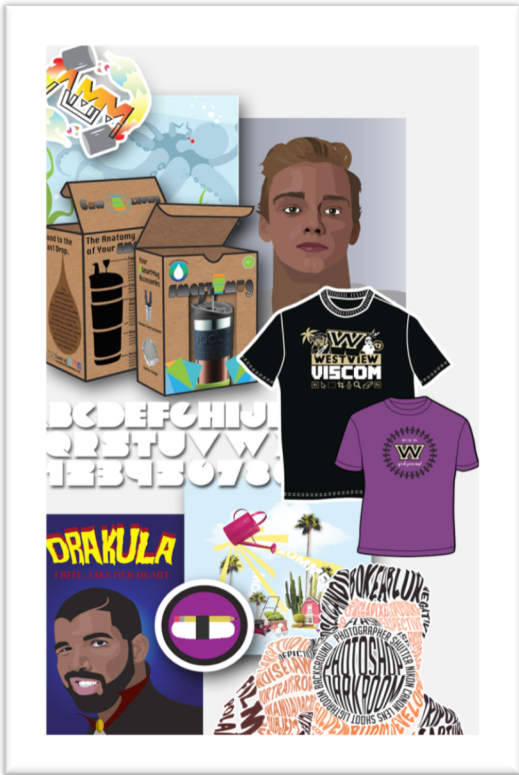
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|------------------|---------------|
| • Photoshop | • Illustrator |
| • InDesign | • Power Point |
| • Microsoft Word | • iMac |

Course Outlines

Graphic Design 1-2

1. Elements of Design (Line, Shape, Direction, Size, Texture, Color, & Value)
2. Principles of Design (Balance, Emphasis, Movement, Pattern, Repetition, Proportion, Rhythm, Variety, & Unity)
3. Color Theory
4. Graphic Design Terminology
5. Graphic Design History & Culture
6. Typography
7. Developing and Sketching Ideas
8. Knowledge-based, Critical, & Creative Writing
9. Written and Verbal Critique
10. Computer Literacy & Operation
11. Equipment Terminology
12. File Management & Integration
13. Computer Application Skills
 - a. Learn Adobe Illustrator
 - b. Learn Adobe Photoshop
14. Creative & Technical Process of Project Management
15. Graphic Design Web Portfolio
16. Job Acquisition & Lifelong Learning

17. Workplace Skills & Ethics



Graphic Design 1-2 Major Projects

1. Basic Shapes Animal (ai)
2. Self Portrait (ai)
3. Personal Logo: Graphic (ai)
4. Personal Logo: Typographic (ai)
5. Personal Logo: Logo Type (ai)
6. Adobe Illustrator Assessment
7. **1st Quarter Final:** Horror Movie Poster (ai)
8. Web Portfolio (wix.com)
9. ADLIB Collage (psd)
10. Adobe Photoshop Assessment
11. Student Planner Cover (ai & psd)
12. Billboard Ad (psd)
13. Personal Typeface (ai)
14. Packaging Graphics (ai & psd)
15. Custom Sticker / Iron-On (ai & psd)
16. **2nd Quarter Final:** Album Release -Album, T-shirt, & Jumbo Jet (ai & psd)

Graphic Design 3-4

1. Elements of Design (Line, Shape, Direction, Size, Texture, Color, & Value)
2. Principles of Design (Balance, Emphasis, Movement, Pattern, Repetition, Proportion, Rhythm, Variety, & Unity)
3. Color Management
4. Graphic Design Terminology
5. Graphic Design History & Culture
6. Typography
7. Developing and Sketching Ideas
8. Knowledge-based, Critical, & Creative Writing
9. Written and Verbal Critique
10. Computer Literacy & Operation
11. Equipment Terminology
12. File Management & Integration
13. Computer Application Skills



14. Continue to learn Adobe Illustrator
15. Continue to Learn Adobe Photoshop
16. Learn Adobe InDesign N. Creative & Technical Process of Project Management
 - a. Graphic Design Web Portfolio
 - b. Job Acquisition & Lifelong Learning
 - c. Workplace Skills & Ethics

Graphic Design 3-4 Major Projects

1. Basic Shapes Hero (ai)
2. Board Graphics (ai & psd)
3. GIG Poster (ai & psd)
4. Web Portfolio (wix.com)
5. **1st Quarter Final:** Design Era Vinyl Figure (ai & psd)
6. Mini Button Series (ai & psd)
7. Adobe InDesign Basics
8. eZINE (ai, psd, indd)
9. Custom Sticker / Iron-On (ai & psd)
10. Freelance Job (ai, psd, & indd)
11. **2nd Quarter Final:** Independent Project

Graphic Design Studio Art (5-6)

1. Creating a proposal
2. SWOT analysis
3. Setting goals with deadlines
4. Business plan
5. Presenting business to investors
6. Pitching brand to customers
7. Booth set-up/display
8. Graphic design terminology
9. Graphic design history and culture
10. Typography
11. Developing and sketching ideas
12. Knowledge-based, critical, and creative writing



13. Written and verbal critique
14. Computer literacy and operation
15. Equipment terminology
16. File management and integration
17. Computer application skills
 - a. Continue to learn Adobe Illustrator
 - b. Continue to learn Adobe Photoshop
 - c. Continue to learn Adobe InDesign
18. Creative and technical process of project management
19. Create a catalog for their brand
20. Job acquisition and lifelong learning
21. Workplace skills and ethics

Graphic Design Studio Art Major Projects

Students have two choices:

1. Students create two Major Independent Projects by creating all the lesson plans and deadlines (Must be approved by Mr. Nacu)
2. Create a brand / business (Students follow specific project steps given by Mr. Nacu.)

Note: Every two weeks Mr. Nacu conducts a progress check to review their progress.

Graphic Design Student Organizations



Westview Graphic Design Studio (est. 2014):

Mr. Nacu mentors five to six students per year. Students do freelance jobs from start to finish for various clients from Westview, other schools in the district, CTE, & the district office.