Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Hour: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Design Unit

“I Can Statements”

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **I Can …** | **Section of project, classroom notes, or worksheets that provided information on this standard.** | **Nope!** | **On My Way!!** | **Almost There** | **Got It!! ☺** |
| Discuss the basic aspects of a career in graphic design. |  |  |  |  |  |
| Discuss and understand how a graphic designer’s decisions are influenced by outside forces like the consumers.  |  |  |  |  |  |
| Identify and use the elements and principles of art to create a finished artwork.  |  |  |  |  |  |
| Compose different shapes and forms into unique examples of graphic design.  |  |  |  |  |  |
| Recognize iconic graphic designs and their relationship to our choices as a consumer. |  |  |  |  |  |
| Follow directions in art class to become successful in making a particular work according to the concepts given for the project.  |  |  |  |  |  |
|  Use different drawing media to illustrate forms and shapes. |  |  |  |  |  |