



## PROGRAM ARTICULATION AGREEMENT

**College Program: Graphic Design**

**CIP: 50.0402**

**Career Pathway: Visual Arts**

**Career Cluster: Arts, Audio/Video Technology & Communications**

The purpose of this agreement is to grant college credit to high school students who have achieved the level of knowledge and skill required for the college-equivalent entry-level course(s) identified in this agreement. Upon successful completion of the identified course competencies with a grade of ‘B’ (3.0) or higher and the high school teacher’s endorsement that the competency requirements have been met, students will be qualified to receive college credit.

**The following Spokane Falls Community College course(s) have been approved for Tech Prep articulation with Medical Lake School District high school course(s) as listed below:**

High School / Course Title	College / Course Title	Credits
Medical Lake HS	SFCC	
Digital Design 1 ( <i>one year</i> ) (CIP 100290) ( <i>each component graded separately</i> )		
Digital Design 1 – Illustrator I	GRDSN 156 Illustrator I	2
Digital Design 1– InDesign I	GRDSN 163 InDesign I	2
Digital Design 1– Animate 1	GRDSN 171 Animate 1	2
Digital Design 1– Dreamweaver	GRDSN 172 Dreamweaver	2

*\*see attached list(s) of competencies for articulated courses*

### Student Articulation Procedure:

1. Be enrolled in the required high school class.
2. Register for Tech Prep/Dual Credit articulated course during the same academic year the high school class is completed. If a series of courses are involved in the articulation, students register for credit during the same academic year the last course in the series is completed.
3. Earn a grade of ‘B’ (3.0) or better in all courses required under the articulation agreement.
4. Complete all required skills as identified on the competency profile.
5. If an exam or review of completed work is required under the terms of this agreement, students must receive a passing score (determined by college or industry certification) to earn college credit (*see competency list for requirements*).
6. Within seven years of completing the articulated class, enroll at SCC or SFCC and submit the SERS Tech Prep Registration Confirmation to the Transcript Office. Articulation requirements will be reviewed and verified by the appropriate office or department. Credit will be awarded to qualifying students.

### High School Instructors:

1. Ensure all students receive a copy of the course syllabus outlining information about Tech Prep, the college course competencies and the process required to earn college credit.
2. Hold students accountable for the same competency standard and course expectations as required by the college-equivalent course (*see competency list attached*).
3. If required for articulation, ensure students are prepared to take industry certification exams, complete a professional portfolio documenting their work, or take a final exam to measure their level of skill and competence in the coursework.
4. Submit final grades for all students registered to earn Tech Prep college credit no later than June of the current academic year.
5. Attend scheduled meetings, workshops or in-service activities that enhance the high school/college partnership & support implementation of the Tech Prep articulated program.

**Articulation Review and Renewal:**

The designated program facilitators, college administrators and/or instructors and high school faculty will meet regularly to revise or discuss the articulation agreement. Agreements must be reviewed/updated and re-signed by college faculty/deans and CTE directors/HS teachers on a schedule, not to exceed a three (3) year rotation, or as deemed necessary due to changes in HS/college course content or structure. Individual teacher verification forms must be signed and submitted annually. Minor revisions can be made via phone calls, correspondence or e-mail.


**PROGRAM ARTICULATION AGREEMENT  
Graphic Design**

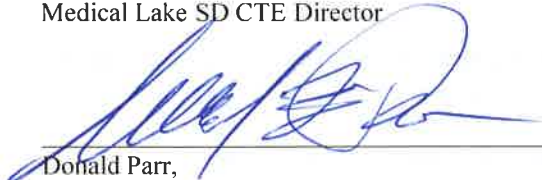
**PARTICIPATING INSTITUTIONS**


**Medical Lake School District and Spokane Falls Community College**

We the undersigned representatives of the Northeast Washington Technical Education Consortium (NEWTEC), agree to all provisions of the articulation program/course agreement, have reviewed the course competencies, and understand the process to which students may be granted college credit through the Tech Prep program. We commit staff time and resources to ensure successful program implementation.

  
 \_\_\_\_\_  
 Ann Everett, Date  
 Medical Lake SD CTE Director

 3/15/17  
 \_\_\_\_\_  
 Greg Stiles, Date  
 SFCC Faculty

  
 \_\_\_\_\_  
 Donald Parr, Date  
 Medical Lake HS Teacher

 3/15/17  
 \_\_\_\_\_  
 Bonnie Brunt, Date  
 SFCC Program Dean

 4/10/17  
 \_\_\_\_\_  
 Kevin Brockbank, Date  
 Vice Provost for Strategic Partnerships

Original: 10/06/11; Renewed: 02/19/15; Renewed 2017-18

## GRDSN 156 ILLUSTRATOR I

### COURSE LEARNING OUTCOMES

#### **Illustrator's Environment**

- CP-04.121 Use the Toolbox, menus, palettes and the working page.
- CP-04.122 Create, open and save documents in the different file formats available.
- CP-04.123 Use Document Setup to control the working page and the art board.
- CP-04.124 Adjust the size of the art board.
- CP-04.125 Use Print Setup.
- CP-04.126 Use the toolbox and it's many pop-out tools.
- CP-04.127 Use Palettes.
- CP-04.128 Adjust Illustrator's General Preferences.

#### **Grids & Guides**

- CP-04.129 Control the grid and customize it's color,
- CP-04.130 Use rulers, reposition the zero point and manage ruler measurement units.
- CP-04.131 Use guides to keep measurements and alignments consistent.

#### **Viewing Modes**

- CP-04.132 Create and use Custom Views.
- CP-04.133 Use the New Windows option.
- CP-04.134 Use the Navigator to move around within the document.

#### **Creating Primitive Shapes**

- CP-04.135 Use the Ellipse tool to draw a variety of ellipses and circles.
- CP-04.136 Control the point from where your drawings originate.

### Course Outline

#### **Illustrator's Environment**

- CP-04.121 Use the Toolbox, menus, palettes, and the working page.
- CP-04.122 Create, Open and Save documents in the different file formats available.
- CP-04.123 Use Document Setup to control the working page and the artboard.
- CP-04.124 Adjust the size of the artboard.
- CP-04.125 Use Print Setup.
- CP-04.126 Use the toolbox and its many pop-out tools.
- CP-04.127 Use Palettes.
- CP-04.128 Adjust illustrator's General Preferences.

#### **Grids & Guides**

- CP-04.129 Control the grid and customize its color, style, gridline every, and subdivisions.
- CP-04.130 Use rulers, reposition the zero point, and manage ruler measurement units.
- CP-04.131 Use guides to keep measurements and alignments consistent.

#### **Viewing Modes**

- CP-04.132 Create and use Custom Views.
- CP-04.133 Use the New Windows option.
- CP-04.134 Use the Navigator to move around within the document.

### **Creating Primitive Shapes**

- CP-04.135 Use the Ellipse tool to draw a variety of ellipses and circles.
- CP-04.136 Control the point from where your drawings originate.
- CP-04.137 Use The Rectangle tool, and round its corners, and change the corner radius.

### **Creating Paths**

- CP-04.138 Use the Pen tool to draw paths.
- CP-04.139 Use Anchor points and segments.
- CP-04.140 Use the pen tool symbols.
- CP-04.141 Draw curves and control their many different shapes.
- CP-04.142 Use the smooth point and corner points.
- CP-04.143 Modify paths.

### **Creating and Editing Type**

- CP-04.144 Use both point type and area type text blocks.
- CP-04.145 Use the various ways to select text.
- CP-04.146 Align paragraphs.
- CP-04.147 Use overset text blocks to access hidden text.
- CP-04.148 Convert text to path outlines.
- CP-04.149 Fit type to a template.

### **Painting Objects**

- CP-04.150 Use open and closed paths.
- CP-04.151 Apply Fills and Strokes from the toolbox.
- CP-04.152 Use the Swatches palette.
- CP-04.153 Paint objects to increase your productivity.
- CP-04.154 Use Painting techniques.
- CP-04.155 Use the Color palette.
- CP-04.156 Use both process and spot color palettes.
- CP-04.157 Import colors and color libraries.

### **Templates**

- CP-04.158 Use the two methods used to convert artwork into a template.
- CP-04.159 Import images using the Place command.
- CP-04.160 Use the two categories of file formats, Vector and Raster.
- CP-04.161 Use the Place command to create a template.

## **Manipulating Objects**

- CP-04.162 Use the Object menu for controlling objects.
- CP-04.163 Practice Locking, Hiding, and Grouping objects.
- CP-04.164 Arrange objects with the Front/Back commands.
- CP-04.165 Use Manual alignment.
- CP-04.166 Duplicate objects.
- CP-04.167 Use the Align palette to align and distribute objects.

## **Organizing Your Art with Layers**

- CP-04.168 Use the stacking order.
- CP-04.169 Use the features of the Layers palette.
- CP-04.170 Use modifier keys to expand palette options.
- CP-04.171 Use the Layer Options dialog box.
- CP-04.172 Change the order of layers.
- CP-04.173 Reassign objects to other layers.

## **Artistic Effects**

- CP-04.174 Use Filters.
- CP-04.175 Use Outline Path, Offset path, Slice, and Add anchor points commands.
- CP-04.176 Use the Pathfinder palette.
- CP-04.177 Use the Pencil and Paintbrush tools.
- CP-04.178 Use the four categories of brushes.
- CP-04.179 Apply brushes to other paths.

## **Using Gradients**

- CP-04.180 Use Linear and Radial gradients.
- CP-04.181 Use the Gradient palette.
- CP-04.182 Paint objects with gradients.
- CP-04.183 Create a new gradient.
- CP-04.184 Create a Linear gradient.
- CP-04.185 Use a multi-colored gradient.
- CP-04.186 Modify colors in a gradient.
- CP-04.187 Change the angle of a gradient.

## **Transformation Tools**

- CP-04.188 Transform objects manually or through the dialog box.
- CP-04.189 Use the origin point.
- CP-04.190 Use the bounding box.
- CP-04.191 Use the Free Transform tool.
- CP-04.192 Use the Rotate tool.
- CP-04.193 Use the Reflect tool and the Reflecting dialog box.
- CP-04.194 Use the Scaling and Shearing tools.

### **Working with Images**

- CP-04.195 Use the Links palette and menu.
- CP-04.196 Identify placed images.
- CP-04.197 Embed images using the palette menu.
- CP-04.198 Place and manage images.

### **Printing & Separations**

- CP-04.199 Use Color models.
- CP-04.200 Print your artwork as a composite or as a color separation.
- CP-04.201 Use Process and Spot colors.
- CP-04.202 Use Registration marks.
- CP-04.203 Use Separation Setup to prepare to print separations.

## GRDSN 163 INDESIGN I

### COURSE LEARNING OUTCOMES

#### **Chapter 2 – Getting Started with InDesign**

- CP-06.100 Utilize InDesign’s windows, tools, menus, and palettes.
- CP-06.101 Move from page to page, and change page views.
- CP-06.102 Design using a variety of InDesign’s tools.
- CP-06.103 use keyboard shortcuts.
- CP-06.104 Group and arrange palettes, and minimize and maximize palette size.
- CP-06.105 Use contextual menus.

#### **Chapter 3 – Working With Documents**

- CP-06.106 Set preferences and default settings.
- CP-06.107 Open, close, and save documents in Windows, Mac OS 9, and Mac OS X.
- CP-06.108 Design using structural page elements, including live areas, bleeds, gutters, and margins.
- CP-06.109 Create new documents and work with InDesign’s initial settings.
- CP-06.110 Build multiple-page documents quickly by designing and using master pages.
- CP-06.111 Move around a document page using the Hand tool and the navigator.
- CP-06.112 Reduce and enlarge page views.

### **Course Outline**

#### **Chapter 1 – The Process of Document Production**

No Competencies

#### **Chapter 2 – Getting Started with InDesign**

- CP-06.100 Utilize InDesign’s windows, tools, menus, and palettes.
- CP-06.101 Move from page to page, and change page views.
- CP-06.102 Design using a variety of InDesign’s tools.
- CP-06.103 Use keyboard shortcuts.
- CP-06.104 Group and arrange palettes, and minimize and maximize palette size.
- CP-06.105 Use contextual menus.

#### **Chapter 3 – Working With Documents**

- CP-06.106 Set preferences and default settings.
- CP-06.107 Open, close, and save documents in Windows, Mac OS 9, and Mac OS X.
- CP-06.108 Design using structural page elements, including live areas, bleeds, gutters, and margins.
- CP-06.109 Create new documents and work with InDesign’s initial settings.
- CP-06.110 Build multiple-page documents quickly by designing and using master pages.
- CP-06.111 Move around a document page using the Hand tool and the navigator.
- CP-06.112 Reduce and enlarge page views.

## **Chapter 4 – Working With Text**

- CP-06.113 Create, edit, and navigate through text frames.
- CP-06.114 Define text attributes such as font, font size, leading, and tracking using the Character palette.
- CP-06.115 Use special characters.
- CP-06.116 Use invisible, characters appropriately for spacing and line breaks.
- CP-06.117 Use ligatures, old style numbers, superiors, inferiors, and the Glyph palette.
- CP-06.118 Define paragraph attributes, such as text alignment, indents, hyphenation, paragraph rules, and inter-paragraph spacing.
- CP-06.119 Set and use tabs, and format tabular material.
- CP-06.120 Import and export text files.
- CP-06.121 Place and thread text between multiple frames.

## **Chapter 5 - Styles**

- CP-06.122 Define and use character styles to change attributes such as font, font size, leading, kerning, and color.
- CP-06.123 Define and use paragraph styles to change attributes such as indents and spacing, drop caps, justification, tags, hyphenation, and rules.
- CP-06.124 Create a new style by basing it on another style.
- CP-06.125 Edit an existing style.

## **Chapter 6 - Tables**

- CP-06.126 Create tables.
- CP-06.127 Import a table from a Microsoft Excel file, and import tabular data from a text file.
- CP-06.128 Convert tabular data to a table.
- CP-06.129 Select table elements, such as rows, columns, and the entire table.
- CP-06.130 Apply formatting to table of contents.

## **Chapter 7 – Working With Graphic Elements**

- CP-06.131 Create lines, paths, and basic shapes using the Pen, Line, Ellipse, Rectangle, and Polygon tools.
- CP-06.132 Draw Bezier curves.
- CP-06.133 Draw and constrain lines and frames.
- CP-06.134 Determine line thickness, corner type, dashed line characteristics using the Stroke palette.
- CP-06.135 Apply color and gradients using the painting tools.
- CP-06.136 Manipulate objects within frames and alter the size of a frame and its content independently of one another.
- CP-06.137 Move objects in front of and behind one another using the Arrange menu.
- CP-06.138 Rotate, scale, and shear objects manually and with the Transform palette.
- CP-06.139 Scale objects with InDesign tools.



## **Chapter 8 – Working With Color**

- CP-06.140 Use the appropriate color model for a particular job.
- CP-06.141 Use correct terminology when discussing color.
- CP-06.142 Create and edit new CMYK and RGB colors using the Swatches palette.
- CP-06.143 Choose spot colors from the available spot color libraries.
- CP-06.144 Make tints.
- CP-06.145 Create successful blends using gradients.
- CP-06.146 Import color from other InDesign documents, and from placed files.
- CP-06.147 Apply color to elements such as InDesign objects, frames, images, and text.
- CP-06.148 Use InDesign's transparency, drop shadows and feathering features.

## **Chapter 9 – Working With Images**

- CP-06.149 Distinguish vector and raster graphics.
- CP-06.150 Determine the appropriate image resolution for particular uses.
- CP-06.151 Place, transform, resize, and reposition images within frames.
- CP-06.152 Work with linked and embedded images.
- CP-06.153 Place images.
- CP-06.154 Scale and crop images.

## **Chapter 10 – Text Utilities**

- CP-06.155 Use InDesign's find/change feature.
- CP-06.156 Locate or alter individual instances or every instance of a character, word, or phrase.
- CP-06.157 Find and change a specific style or a style attribute in all styled and un-styled text.
- CP-06.158 Search for special characters, and reveal and search for hidden characters.
- CP-06.159 Use the Check Spelling feature.
- CP-06.160 Select, use, and edit dictionaries.

## **Chapter 11 – Printing and Packaging**

- CP-06.161 Set up the proper driver and print settings for your printer.
- CP-06.162 Proof a color document for printing on either a color or black-and-white printer.
- CP-06.163 Work with oversized documents by tiling and scaling.
- CP-06.164 Set appropriate printer's marks.
- CP-06.165 Set appropriate print options through the Print dialog box.
- CP-06.166 Package documents for service providers.



## **GRDSN 171 FLASH Course Outline**

### **Chapter 1 - Introduction to Flash and Its Drawing Tools**

- CP-09.15 Draw with the Pencil tool and use the Pencil Tool modifiers.
- CP-09.16 Select line mode, line color, line thickness and line style.
- CP-09.17 Select, move, rotate, and modify a drawing element.
- CP-09.18 Select and apply color for a shape, fill or line.
- CP-09.19 Create and apply a linear gradient.
- CP-09.20 Save a color set.
- CP-09.21 Use the Paint Bucket and Brush tools and their modifiers.
- CP-09.22 Use the Text tool to add text to a drawing.

### **Chapter 2 - Layers, Imported Art, Symbols, and Instances**

- CP-09.23 Create, name, hide and lock layers.
- CP-09.24 Draw a closed shape with the Line tool and enhance it with the Arrow tool.
- CP-09.25 Copy and paste between layers.
- CP-09.26 Extract a color set from an imported GIF.
- CP-09.27 Set a movie's background.
- CP-09.28 Use the Magic Wand to make a selection.
- CP-09.29 Import bitmap image files into Flash.
- CP-09.30 Use Break Apart to make a bitmap editable and how to trace a bitmap.
- CP-09.31 Import a Flash movie format file from FreeHand.
- CP-09.32 Convert artwork to a symbol and how symbols keep Flash files small.
- CP-09.33 Open a Flash file as a Library.
- CP-09.34 Organize and sort a library.
- CP-09.35 Edit symbols and modify instances.

### **Chapter 3 - Animation**

- CP-09.36 Use instances of a symbol in a movie.
- CP-09.37 Create keyframes for each layer.
- CP-09.38 Generate frames between keyframes with Motion Tween.
- CP-09.39 Create a Motion Guide.
- CP-09.40 Test a movie.

### **Chapter 4 - Scenes, Actions, and Buttons**

- CP-09.41 Insert a scene.
- CP-09.42 Use the Scene Inspector.
- CP-09.43 Rename a scene and how to change the order of scenes.
- CP-09.44 Attach an action to a frame.
- CP-09.45 Attach an action to one state of a button.
- CP-09.46 Use the Stop and Go To commands.

## **Chapter 5 - Sounds**

- CP-09.47 Import sounds into Flash.
- CP-09.48 Add sound to a button.
- CP-09.49 Set options in the Sound panel of the Frame Properties dialog box.
- CP-09.50 Stream sound.

## **Chapter 6 - Publish**

- CP-09.51 Use Publish settings to export an HTML file.
- CP-09.52 Export a Flash projector file for PC or Mac.

**GRDSN 172 DREAMWEAVER**  
**Course Outline**

**Chapter 1 - Getting Started**

- CP-08.14 Use the Dreamweaver interface, its palettes and Property Inspector.
- CP-08.15 Set up or import a Web site in Dreamweaver.

**Chapter 2 - Understanding HTML Basics**

- CP-08.17 Use the basics of HTML.
- CP-08.18 Use good HTML practices.
- CP-08.19 Clean up HTML imported from other applications.

**Chapter 3 - Building a Web Site**

- CP-08.20 Create a Web page in Dreamweaver.
- CP-08.21 Preview work in a browser.
- CP-08.22 Differentiate between Break tag and the Paragraph tag.
- CP-08.23 Differentiate between ordered and unordered lists.
- CP-08.24 Define colors in a document.

**Chapter 4 - Adding Images, Hyperlinks, and Image Maps**

- CP-08.25 Add images to Web pages.
- CP-08.26 Align text next to an image.
- CP-08.27 Link text or images to other files within a site.
- CP-08.28 Create an internet, or jump, link from one place in a file to another.
- CP-08.29 Link to a page at another site.
- CP-08.30 Set up an email link.
- CP-08.31 Create an image map.

**Chapter 5 - Using Templates, Library Items, and Multimedia Files**

- CP-08.32 Use the Templates feature to make design work easier.
- CP-08.33 Use Library items to save time with frequently used elements.
- CP-08.34 Use a range of multimedia file types on the Web.
- CP-08.35 Use multimedia files in a variety of browsers.

**Chapter 6 - Create HTML Tables, Text Your Work, and Upload Your Site to a Remote Server**

- CP-08.37 Insert a table onto a page.
- CP-08.38 Use the Property Inspector to change table attributes.
- CP-08.39 Merge table cells.

