

**NEWTEC**

PROGRAM ARTICULATION AGREEMENT

College Program: Graphic Design
Career Pathway: Visual Arts
Career Cluster: Arts, A/V Technology & Communications

CIP 50.0402

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 Spokane Public Schools high school course(s) as listed below:

High School / Course Title	College / Course Title	Credits
Ferris, Lewis & Clark, Rogers, and Shadle Park HS (each component graded separately) (CIP 110801)	SFCC	
Web Design – Dreamweaver	GRDSN 172 Dreamweaver	2
Web Design – Flash/Animate 1	GRDSN 171 Animate 1	2
Web Design – PhotoShop	GRDSN 158 PhotoShop 1	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.



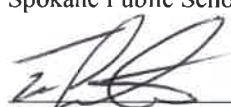
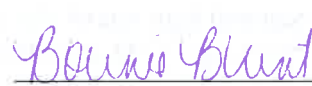
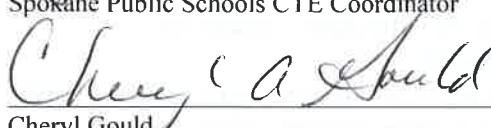
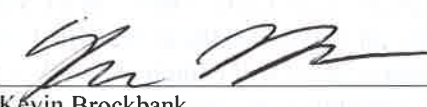

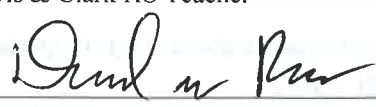
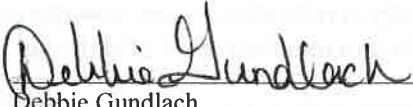
Articulation Review and Renewal:

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 email.

**PROGRAM ARTICULATION AGREEMENT
Graphic Design**

**PARTICIPATING INSTITUTIONS
Spokane Public Schools 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.

 _____ Will Sarett, Spokane Public Schools CTE Director	1/5/17 _____ Date	 _____ Greg Stiles, SFCC Faculty	12/5/16 _____ Date
 _____ Tim Fortune, Spokane Public Schools CTE Coordinator	1/5/17 _____ Date	 _____ Bonnie Brunt, SFCC Program Dean	DEC 05 2016 _____ Date
 _____ Cheryl Gould, Ferris HS Teacher	1/11/17 _____ Date	 _____ Kevin Brockbank, Vice Provost for Strategic Partnerships	1/25/17 _____ Date
 _____ Lisa Underhill, Lewis & Clark HS Teacher	1/6/17 _____ Date		
 _____ Dan Rice, Rogers HS Teacher	1-7-17 _____ Date		
 _____ Debbie Gundlach, Shadle Park HS Teacher	1-17-17 _____ Date		

Original 05/23/05; Renewed 12/01/08 renewal rotation; Revised May 2011 due to changes at the high school; Revised 10/30/14 renewal rotation; Renewed 2016-17 renewal rotation

GRDSN 158 PHOTOSHOP I

COURSE LEARNING OUTCOMES

Where Images Come From

- CP-05.29 Convert all analog images to a digital format before working on them in Photoshop.
- CP-05.30 Use various devices to capture and convert images for use in your layout.
- CP-05.31 Use different file formats in Photoshop.
- CP-05.32 Understand the number of variables that affect the quality of images.
- CP-05.33 Use Calibration and Color Models.

A Photoshop Document

- CP-05.34 Use the Toolbox palette and its different variables for graphic modifications.
- CP-05.35 Use the different palettes and the controls they bring.
- CP-05.36 Adjust and save preferences.
- CP-05.37 Save your documents in different formats.

Getting Around

- CP-05.38 Use pop up sliders.
- CP-05.39 Use help Wizards.
- CP-05.40 Use the Selections tools.
- CP-05.41 Use the Action and History palettes.
- CP-05.42 Adjust the Image view.
- CP-05.43 Use the Painting and Drawing tools.
- CP-05.44 Use the Photo Effects tools.
- CP-05.45 Use the Type and Type Mask tools.
- CP-05.46 Use the Photoshop menu bar.

Course Outline

Where Images Come From

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- CP-05.44 Use the Photo Effects tools.
- CP-05.45 Use the Type and Type Mask tools.
- CP-05.46 Use the PhotoShop menu bar.
- CP-05.47 Use keyboard navigation to increase efficiency.

Images: Sizes and Resolutions

- CP-05.48 Use PPI and line screen.
- CP-05.49 Resize an image with the Cropping tool and the Canvas Size command.
- CP-05.50 Use tones to affect image quality.
- CP-05.51 Use Bit Depth and Video Bit Depth to affect image quality.

Basic Selection Techniques

- CP-05.52 Use the basic selection tools: the Marquee tools, Lasso tools, Freehand lasso tool, Polygon lasso tool, Magnetic Lasso tool, and other selection commands.
- CP-05.53 Use the Rectangular Marquee.
- CP-05.54 Move and manipulate selections.
- CP-05.55 Flip and rotate selections.
- CP-05.56 Copy and paste selections.
- CP-05.57 Fill and stroke selection areas.
- CP-05.58 Create Mirrored tiles.
- CP-05.59 Use the Elliptical Marquee.
- CP-05.60 Add and remove portions of a selection.
- CP-05.61 Create a type mask.

Working With Type

- CP-05.62 Use type tools and layers.
- CP-05.63 Use the layers panel and apply it to a type layer.
- CP-05.64 Use the type mask tool.
- CP-05.65 Use the type layer and its format.

Painting Tools

- CP-05.66 Use the Brushes palette and learn its various sizes, shapes, angles, spacing, and hardness of available brushes.
- CP-05.67 Add or edit brushes in the Brush Options dialog box.
- CP-05.68 Use the Pencil tools, paintbrush, and airbrush.
- CP-05.69 Use the Line tool, Paint Bucket tool, and Gradient Fill tool.
- CP-05.70 Use the special Eraser tool.
- CP-05.71 Use the History brush.
- CP-05.72 Use the Rubber stamp and Pattern stamp.

Blending Modes

- CP-05.73 Use Normal and Dissolve modes.
- CP-05.74 Use modes that work with Highlight and Shadow.
- CP-05.75 Use the Lighten, Darken, Difference, and Exclusion modes.
- CP-05.76 Use Color Dodge and Burn.
- CP-05.77 Use Blending modes.

Complex Selections

- CP-05.78 Use the Magic Wand tool, to smooth a selection.
- CP-05.79 Preserve selection information.
- CP-05.80 Use Feathered selections and apply them.
- CP-05.81 Create vignettes.
- CP-05.82 Create a composite with selections.

Channels and Masks

- CP-05.83 Use Color and Alpha channels.
- CP-05.84 Manage Channels.
- CP-05.85 Use a Quick Mask channel.
- CP-05.86 Mask a portion of an image with a channel.

Working with Layers

- CP-05.87 Create layers.
- CP-05.88 Work with multiple layers.
- CP-05.89 Create a new layer from a selection.
- CP-05.90 Create a Multimedia button.
- CP-05.91 Create a composite using layers.
- CP-05.92 Distort elements and layer effects.
- CP-05.93 Apply various blending modes to individual layers.

Calibrating Your System

- CP-05.94 Predict output color, and compensate for the many variables involved in the printing process.
- CP-05.95 Identify ambient lighting, monitors, video cards, the ability of the scanner operator adjusting your scan, and other variables.
- CP-05.96 Use the gamma program to compensate for the visual difference in your perception of color on a monitor.

Adjusting Brightness and Contrast

- CP-05.97 Use tools for tonal corrections and color adjustment.
- CP-05.98 Use the three-step process for adjusting brightness and contrast.
- CP-05.99 Choose highlights and shadows from an image.

Filters

- CP-05.100 Access filters.
- CP-05.101 Use all thirteen filter groups.
- CP-05.102 Create buttons for interactive projects.

Basic Color Correction

- CP-05.103 Use the Color Wheel to help understand the relationship between color and color modes.
- CP-05.104 Create a Color Wheel.
- CP-05.105 Mix colors.
- CP-05.106 Use subtractive primary and subtractive secondary colors.
- CP-05.107 Manipulate color in an image.
- CP-05.108 Create and use a full spectrum color wheel.

Creating and Managing Paths

- CP-05.109 Create selections and clipping paths.
- CP-05.110 Use the Paths palette.
- CP-05.111 Draw simple paths.
- CP-05.112 Use the Pen tool.

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.