WASHINGTON TECH PREP

NEWTEC

COMMUNITY COLLEGES OF SPOKANE

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, articulated credit will be granted.

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

High School / Course Title	College / Course Title	Credits
Deer Park HS – Graphic Design *(each component graded separately)*	SFCC	
Fireworks	GRDSN 167 Fireworks	2
Flash	GRDSN 171 Flash	2
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. **Students cannot earn "retroactive credit" for courses taken in previous years.**
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*).

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
2008 - 2009 School Year
Deer Park 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.

Dennis Matson, 11-15-08 Date
Deer Park HS CTE Director

Doug Crabtree, 11/13/08 Date
SFCC Faculty

Kelli Demarest, 11-15-08 Date
Deer Park HS Teacher

Frank Powers, 11/13/08 Date
SFCC Program Dean

Trina Miller, 11/4/08 Date
Tech Prep Director/NEWTEC

Original 03/02/05
Renewed 10/01/08: Renewal rotation --gmf

SFCC Course Competencies
GRDSN 167 – Fireworks (2cr)

June 2008

Recommended textbooks are:
Adobe Classroom in a Book Series **OR** Against the Clock Series

Lesson 1
1. Find help with the installation of Fireworks
2. Access the Adobe Help files
3. Locate other resources
4. Discover What's new in Fireworks CS3

Lesson 2
1. Describe the function of Fireworks.
2. Describe vector and bitmap graphics.
3. Create a new document.
4. Open and import files.
5. Save Fireworks files.
6. Navigate the Fireworks work environment.

Lesson 3
1. Use the Pointer tool to select objects and groups of objects.
2. Use the Subselection tool to select objects within groups.
3. Use the select behind tool to select objects behind other objects.
4. Use the Marquee tools to select rectangular and oval areas of bitmaps.
5. Use the Lasso and Polygon Lasso tools to select free-form areas of bitmaps.
6. Use the Magic Wand tool to select areas of similar color within bitmaps.
7. Use the Live Marquee option to adjust selection behavior on-the-fly.

Lesson 4
1. Create bitmap objects.
2. Use the photo editing tools.
3. Use the bitmap drawing tools.
4. Use the Rubber Stamp, Blurring, Sharpening, and Smudging retouching tools.
5. Adjust bitmap colors and tones.
6. Use the Live Filters controls.

Lesson 5
1. Draw with the pen and the shape tools.
2. Create basic lines, rectangles, and ellipses.
3. Review the selection of polygons and autoshapes.
4. Edit shapes by adjusting control points, and control handles.
5. Group and ungroup objects.
6. Draw with the Freeform tool and apply brush strokes.

Lesson 6
1. Enter text.
2. Format text.
3. Apply strokes, fills, and filters to text.
4. Attach text to a path.
5. Transform text.
6. Convert text to paths.
7. Import text.
8. Check spelling.
9. Use the Text Editor.

SFCC Course Competencies
GRDSN 167 – Fireworks (2cr)

June 2008

Lesson 7
1. Use the Colors section of the Tools panel.
2. Organize swatch groups and color models.
3. Use color boxes and color pop-up windows.
4. Work with strokes.
5. Work with fills.
6. Apply gradient and pattern fills.
7. Add texture to strokes and fills.

Lesson 8
1. Apply Live Filters.
2. Edit Live Filters.

Lesson 9
1. Work with pages.
2. Mask images.
3. Apply blending and transparency settings.

Lesson 10
1. Use styles
2. Use symbols
3. Work with URLs

Lesson 11
1. Create and edit slices.
2. Make slices interactive with rollover behaviors.
3. Prepare slices for export.
4. Work with hotspots and image maps.

Lesson 12
1. Create interactive buttons.
2. Make a navigation bar.
3. Create a pop-up menu.

Lesson 13
1. Build an animation
2. Work with animation symbols
3. Work with frames
4. Apply tweening to symbols
5. Preview an animation
6. Export your animation
7. Work with existing animations
8. Use multiple files as one animation

Lesson 14
1. Use the Export Wizard
2. Optimize in the workspace
3. Export from Fireworks

SFCC Course Competencies
GRDSN 171 – Flash (2cr)

June 2008

Recommended textbooks are:
Adobe Classroom in a Book Series **OR** Against the Clock Series

Project 1
1. Open a file in Flash
2. Add Layers to the Timeline
3. Create a keyframe in the Timeline
4. Adjust settings in the Property Inspector
5. Open and work with the panels
6. Select and use tools in the Tools panel
7. Search for topics in the Flash Help
8. Access online resources for Flash

Project 2
1. Draw rectangles, ovals and lines
2. Understand the difference between drawing modes
3. Modify the shape and size of drawn objects
4. Apply fill and stroke settings
5. Import bitmap images for use in fills
6. Select elements and portions of elements
7. Create simple animations using motion tweens
8. Group elements
9. Create masks to hide areas of layers

Project 3
1. Import Illustrator files
2. Create new symbols
3. Understand the difference between symbol types
4. Adjust transparency
5. Import Assets into the library
6. Convert bitmap graphics to vectors
7. Reduce the file size of Flash documents

Project 4
1. Create text in Flash
2. Format text
3. Convert text fields to symbols
4. Use masks to animate text
5. Organize layers in a timeline
6. Work with layers folders
7. Copy objects from one layer to another
8. Apply filers to test
9. Use Tweening to animate objects quickly

SFCC Course Competencies
GRDSN 171 – Flash (2cr)

June 2008

Project 5

1. Animate objects using motion tweens
2. Morph objects using shape tweens
3. Understand the difference between motion and shape tweens
4. Nest symbols
5. Animate motion along a path
6. Use masks to animate objects
7. Animate transparency

Project 6

1. Manipulate gradiates
2. Create buttons
3. Create animated rollover states
4. Duplicate buttons
5. Use a single symbol for multiple images
6. Edit nested symbols
7. Create and use frame labels
8. Name instances for use in ActionScript

Project 7

1. Create basics scripts using ActionScript
2. Use the actions panel
3. Use script Assist
4. Add a stop action
5. Work with conditional statements
6. Load data from a URL
7. Work with event listeners
8. Assign actions to buttons

SFCC Course Competencies
GRDSN 172 – Dreamweaver (2 cr)

June 2008

Recommended textbooks are:
Adobe Classroom in a Book Series **OR** Against the Clock Series

Project 1

1. Launch Dreamweaver on your computer system
2. Identify components of the Code view
3. Identify components of the Design view
4. Recognize features of the property inspectors
5. Select HTML tags using the selector
6. Insert HTML tags using the TAG chooser
7. Modify the Dreamweaver interface
8. Obtain help with features and functions

Project 2

1. Structure a document with headings
2. Insert line breaks in a paragraph
3. Format quotations with HTML tags
4. Separate content with horizontal rule
5. Use ordered and unordered lists
6. Change bullet and number styles with Cascading Style Sheets
7. Create definition lists

Project 3

1. Structure a document with headings
2. Insert line breaks in a paragraph
3. Format quotations with HTML tags
4. Separate content with horizontal rule
5. Use ordered and unordered lists
6. Change bullet and number styles with Cascading Style Sheets
7. Create definition lists
8. Create page to page and email links

Project 4

1. Distinguish between absolute and relative paths
2. Use the browse for file method of linking pages
3. Use absolute and relative links
4. Link to another web site
5. Create an email link
6. Create a link from an image
7. Create image maps and hot spots
8. Create and link to named anchors
9. Organize with default page names and subdomains

SFCC Course Competencies
GRDSN 172 – Dreamweaver (2 cr)

June 2008

Project 5

1. Choose the correct Graphic Format
2. Insert graphics into a Web page
3. Align images within a paragraph
4. Set image borders and spacing
5. Crop oversized images
6. Resize, resample, sharpen and adjust images
7. Work with image placeholders

Project 6

1. Insert tiled, margin, and watermark backgrounds
2. Identify suitable background images
3. Avoid transparent background graphics
4. Use Web-safe colors and correct notation
5. Set text and link colors
6. Choose background colors for background images
7. Use CSS properties to modify background images
8. Selectively apply text and background color