



CANBERRA HIGH SCHOOL - Technology Learning overview for Term 3

Subject: Graphics Technology

During Term 3, students will learn, discover and develop skills in graphic design including the use of Adobe Indesign and Adobe Illustrator, project management and documentation. This term will be based around students preparing working as a graphic designer for a team based on the F1 in Schools competition.

Week	Topic	Content/Activity/Tasks
1- July 20	Introduction	Introduction to the course
2- July 27	Adobe Illustrator	Introduction to Adobe Illustrator - Shapes
3- August 3		Continuing Adobe Illustrator - Layers, Pen tool
4- August 10	Social Change project	Research on social change
5- August 17		Development of a social change poster using Adobe Illustrator
6- August 24		Continue on social change project
7- August 31	Adobe Photoshop	Introduction to Adobe Photoshop - Brush
8- September 7		Continuing Adobe Illustrator - Layers, Pen tool
9- September 14	Photoshop tasks	Developing skills in Photoshop - Mutant Me
10- September 21		Continuing Photoshop - Mashups