Haverhill Public Schools Grade 9-12 Computer Graphics I Curriculum Map

September	October	November	December	January
 Introduction to programs to be used for class work. Saving and backing work files. Tools and their options for specific programs. Create 3-D images and perspective images. 	 Develop page layout for specific projects. Uses and development of color palettes in program. Creating realistic images in the draw mode of programs. 	 Use and manipulate imported images in projects. Explore repetitive patterns as forms of visual art. 	Use scanned images both original and pre composed to create original work.	Incorporate imported images with artist created images to make original work.
February	March	April	May	June
[Repeat of Semester 1]	[Repeat of Semester 1]	[Repeat of Semester 1]	[Repeat of Semester 1]	[Repeat of Semester 1]