

DESKTOP PUBLISHING II

Curriculum Content Frameworks

Please note: All assessment questions will be taken from the knowledge portion of these frameworks.

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Curriculum Content Frameworks

DESKTOP PUBLISHING II

Grade Levels: 10, 11, 12
Course Code: 492160

Prerequisite: Desktop Publishing I

Course Description: Desktop Publishing II is a one-semester course designed to study the process of analyzing information and audience in order to choose the appropriate visual signals to communicate the desired message effectively. Applied principles are used to analyze and organize information, set up a design structure, and produce special visual expressions.

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Unit 1: Advanced Digital Imaging

Hours: 10

Terminology: Black and White; Brightness; Cyan, Magenta, Yellow, Black (CMYK); Color mode; Contrast; Digital image; Dots Per Inch (DPI); Feathering; Grayscale; Masking; Opacity; Photo; Photo editing; Proportion; Resize; Resolution; Retouching; Red, Green, Blue (RGB); Rotate; Special effects

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS			
What the Student Should be Able to Do		What the Instruction Should Reinforce			
Knowledge	Application	Skill Group	Skill	Description	
1.1 Define terminology	1.1.1 Manipulate vocabulary and concepts individually and in groups	Foundation	Reading	Applies/Understands technical words that pertain to digital image editing [1.3.6]	
			Writing	Uses words appropriately [1.6.21]	
1.2 Describe digital image editing	1.2.1 Enhance photos and other digital images using the following: feathering, masking, opacity, proportion, special effects (filters)	Foundation	Writing	Applies/Uses technical concepts [1.6.4]	
		Thinking	Reasoning	Sees relationship between two or more ideas, objects, or situations [4.5.5]	

Unit 2: Color Theory

Hours: 10

Terminology: Adjacent colors, Analogous colors, Color scheme, Color theory, Color wheel, Communication of color, Complementary colors, Custom color, Hue, Monochromatic colors, Pantone, Process color, Saturation, Split-complementary colors, Spot color, Tint, Triadic colors

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS			
What the Student Should be Able to Do		What the Instruction Should Reinforce			
Knowledge	Application	Skill Group	Skill	Description	
2.1 Define terminology	2.1.1 Manipulate vocabulary and concepts individually and in groups	Foundation	Reading	Applies/ Understands technical words that pertain to color theory [1.3.6]	
			Writing	Uses words appropriately [1.6.21]	
2.2 Discuss color theory	2.2.1 Explain the psychology of color; i.e., bright colors equal excitement; pink equals happy or sweet	Foundation	Listening	Follows directions [1.2.6]	
	2.2.2 Describe the relationship of colors to each other using a color wheel (primary, secondary, hue, tint, saturation)	Thinking	Knowing How to Learn	Applies new knowledge and skills to color theory [4.3.1]	
	2.2.3 Identify basic color schemes: i.e., complementary, split-complementary, analogous, triadic, monochromatic, etc.				
	2.2.4 Create publications applying color theory				
2.3 Discuss guidelines for selecting color	2.3.1 Create custom colors	Thinking	Creative Thinking	Creates a new design by applying specific criteria [4.1.3]	
	2.3.2 Explore color matching systems, i.e., Pantone, Trumatch		Knowing How to Learn	Applies new knowledge and skills to create custom colors [4.3.1]	
	2.3.3 Analyze appropriate use of spot color in publications				
	2.3.4 Analyze appropriate use of process color in publications				
	2.3.5 Apply color to documents following accepted guidelines				

Unit 3: Advanced Layout and Design

Hours: 20

Terminology: Bleeds, Column, Footer, Form, Header, Index, Master pages, Row, Style, Table, Table of contents, Template

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS			
What the Student Should be Able to Do		What the Instruction Should Reinforce			
Knowledge	Application	Skill Group	Skill	Description	
3.1 Define terminology	3.1.1 Manipulate vocabulary and concepts individually and in groups	Foundation	Reading	Applies/Understands technical words that pertain to layout and design [1.3.6]	
			Writing	Uses words appropriately [1.6.21]	
3.2 Review tables	3.2.1 Create a table in a document	Foundation	Listening	Follows directions [1.2.6]	
	3.2.2 Use a table to create a form	Thinking	Knowing How to Learn	Applies new knowledge and skills to create a new idea [4.3.1]	
3.3 Discuss the use of templates	3.3.1 Create a template	Thinking	Creative Thinking	Creates a new design by applying specific criteria [4.1.3]	
	3.3.2 Modify template elements				
	3.3.3 Apply a template to a document				
3.4 Describe master pages and their uses	3.4.1 Set repetitive elements, such as headers, footers, columns, and page numbers	Thinking	Creative Thinking	Creates a new design by applying specific criteria [4.1.3]	
	3.4.2 Apply a master page to a document				
3.5 Illustrate the use of styles of text in a document	3.5.1 Create formatting styles in a document	Foundation	Reading	Evaluates information for accuracy, appropriateness, and style [1.3.14]	
	3.5.2 Apply styles to text in a document				
3.6 Explain table of contents and index	3.6.1 Create a table of contents in a document	Thinking	Decision Making	Evaluates information to make the best decision [4.2.5]	
	3.6.2 Create an index in a document				

Unit 4: Final Production

Hours: 5

Terminology: Camera ready, Color separation, Link, Packaging, Portable Document Format (PDF), Preflight, Printer's marks, Proofing, Slugs, Transferrable media, Unzip, Zip

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS			
What the Student Should be Able to Do		What the Instruction Should Reinforce			
Knowledge	Application	Skill Group	Skill	Description	
4.1 Define terminology	4.1.1 Manipulate vocabulary and concepts individually and in groups	Foundation	Reading	Applies/Understands technical words that pertain to final production [1.3.6]	
			Writing	Uses words appropriately [1.6.21]	
4.2 Explain the file preparation needed when transferring to other media sources	4.2.1 Create a publication containing properly linked files	Foundation	Listening	Comprehends ideas and concepts related to file preparation [1.2.1]	
	4.2.2 Perform preflight and packaging to a camera-ready publication		Reading	Analyzes and applies what has been read to a specific task [1.3.2]	
	4.2.3 Demonstrate that a publication is ready to be placed on transferable media		Writing	Applies/Uses technical words and concepts [1.6.4]	
		Thinking	Creative Thinking	Uses imagination to create something new [4.1.1]	
			Knowing How to Learn	Applies new knowledge and skills to transferable media [4.3.1]	
4.3 Discuss file delivery options	4.3.1 Identify options for file delivery	Foundation	Listening	Comprehends ideas and concepts related to file delivery [1.2.1]	
	4.3.2 Identify the software needed to create and read PDF documents		Reading	Analyzes and applies what has been read to a specific task [1.3.2]	
	4.3.3 Demonstrate how to appropriately convert a document to PDF		Writing	Applies/Uses technical words and concepts [1.6.4]	
	4.3.4 Identify the software needed to create and read zip files	Thinking	Knowing How to Learn	Applies new knowledge and skills to zipping and unzipping files [4.3.1]	
	4.3.5 Demonstrate the proper way to zip and unzip files				

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS			
What the Student Should be Able to Do		What the Instruction Should Reinforce			
Knowledge	Application	Skill Group	Skill	Description	
4.4 Explain the use of printer's marks	4.4.1 Print a publication containing printer's marks	Thinking	Creative Thinking	Uses imagination to create something new [4.1.1]	
			Knowing How to Learn	Applies new knowledge and skills to printer's marks [4.3.1]	
4.5 Explain color separation	4.5.1 Print a publication using the color separation process	Thinking	Creative Thinking	Uses imagination to create something new [4.1.1]	
			Knowing How to Learn	Applies new knowledge and skills to color separation [4.3.1]	

Glossary

Unit 1: Advanced Digital Imaging

1. Black and White – complete contrast with black representing the negation of color and white representing the absence of color
2. Brightness – the overall percentage of lightness in an image; from very dim to very bright
3. Cyan, Magenta, Yellow, Black (CMYK) – the four ink colors used to create most process color printing
4. Color mode – the separation of color into channels
5. Contrast – the relationship between the light and dark areas of an image
6. Digital image – an analog image converted to numerical form so that it can be stored and used in a computer
7. Dots Per Inch (DPI) – unit of measurement for the number of dots that create an image; determines the resolution of an image
8. Feathering – a graphic enhancement that blurs the edges of an image
9. Grayscale – color created by dots and shades of white to black to form images
10. Masking – feature that lets you protect or modify a particular area
11. Opacity – the ability to see through one object or layer to another below it
12. Photo – a picture, recorded by a camera, of a person or scene in the form of a print or transparency
13. Photo editing – to prepare a photo for publication or presentation, as by correcting, revising, cutting, cropping, or adapting
14. Proportion – the arrangement of elements on a page making more important elements larger than less important elements
15. Resize – to change the size of something
16. Resolution – the number of vertical and horizontal pixels in an image
17. Retouching – to add new details or touches to for correction or improvement
18. Red, Green, Blue (RGB) – the colors used to produce an image on a computer monitor or television
19. Rotate – to change the position of an object or text by a specific amount of degrees
20. Special effects – the effect or impression used to produce materials that cannot be achieved by normal techniques

Unit 2: Color Theory

1. Adjacent colors – colors located next to one another on the color wheel
2. Analogous colors – a palette of compatible color combinations that blend well together
3. Color scheme – a defined set of colors
4. Color theory – relationship between colors often based on their location on a color wheel
5. Color wheel – a circle containing a spectrum of color
6. Communication of color – eye/mind perception of color; meanings associated with color
7. Complementary colors – colors located directly opposite one another on the color wheel
8. Custom color – color designed by the user specifically for a document
9. Hue – a particular gradation or variety of color; a shade or tint
10. Monochromatic colors – all the hues (tints and shades) of a single color
11. Pantone – color matching system that uses a series of cards to identify specific colors
12. Process color – use of many colors in a publication (most commonly CMYK)
13. Saturation – the intensity of a hue representing the amount of gray in proportion to hue
14. Split-complementary colors – color scheme consisting of one color combined with the two other colors that are located on either side of its opposite (complementary) color
15. Spot color – a printing technique that uses one premixed color ink for each color used in a publication
16. Tint – created when white is added to a color
17. Triadic colors – high-energy colors that are found by choosing three colors that are separated by 120 degrees on the color wheel; the primary (red, blue, and yellow) and secondary (purple, orange, green) colors are examples of triadic colors

Unit 3: Advanced Layout and Design

1. Bleeds – design that places a graphic or color so that it extends to the edge of the paper leaving no visible margins
2. Column – one of two or more vertical sections of typed lines lying side by side on a page and separated by a rule or a blank space
3. Footer – repetitive text that appears at the bottom of pages in a publication
4. Form – a document that usually contains blank spaces for answers or information to be inserted
5. Header – identifying text that appears at the top of pages in a publication
6. Index – an alphabetical listing of key words, phrases, or topics that includes the page numbers on which those items are found within a publication
7. Master pages – pages that contain reoccurring items such as page numbers as well as other design elements
8. Row – one of two or more horizontal sections of typed lines lying above or below each other on a page and separated by a rule or a blank space
9. Style – a named group of character and paragraph format that can be applied to text
10. Table – a method for organizing information both horizontally (in rows) and vertically (in columns)
11. Table of contents – a listing of the major entries in a publication
12. Template – a publication that can be used as a "model" for the creation of new documents

Unit 4: Final Production

1. Camera ready – when a file is ready to go to the press without intervention on the part of the printer
2. Color separation – the process of dividing an image into color plates for printing
3. Link – is a file path created to the original file used in the publication
4. Packaging – checking a publication and creating a folder that contains the document, any necessary fonts, linked graphics, text files, and a customized report for the purpose of transferring to a media device
5. Portable Document Format (.pdf) – an extension for Adobe Acrobat Reader files
6. Preflight – software that checks a desktop published file for any problems that the printer may encounter such as missing fonts and links
7. Printer's marks – marks printed on an extended margin that help the printer determine where to trim the paper, align separation films when producing proofs, measure film for correct calibration and dot density, and so on
8. Proofing – process of checking a publication before final production
9. Slugs – nonprinting area in which details about the publication are stored for other uses such as special directions for the printer
10. Transferrable media – devices used to transport data from one place to another such as flashdrives, CDs and DVDs
11. Unzip – the process of decompressing a zip file
12. Zip – single files, sometimes called "archives", that contain one or more compressed files which make it easy to keep related files together and make transporting, e-mailing, downloading and storing data and software faster and more efficient

Unit 5: Capstone Project

No terminology for this unit.