



Media and Design Arts Courses

*Ulysses S. Grant H.S., Valley Glen,
CA*

Ms. Dozois

Room 401

Syllabus: Media and Design Arts Pathway Courses

□ Graphic Design Fundamentals:

Graphic design is a creative process that combines art and technology to communicate ideas. This introductory course provides students with basic training in digital media for commercial art.

□ Computer Animation

Animation is the illusion of life, created by artists with time-based media. In this concentrator (intermediate) course students study the principles of animation using industry standard software.

□ Graphic Communications & Digital Pre-Press:

This capstone (advanced) course focuses on production and entrepreneurial skills. Major topics include: typography, product design, silk-screen printing, laser engraving and web design.

I Attendance and Participation

1. Classroom content is sequential and missed classes will affect your grade.
2. Students need to be ready to work when the bell rings, or they will be marked tardy.
3. There is no late entry without a pass. If the door is closed, do not knock without a pass.
4. Staying on-task while helping your neighbors improves your grade. Helping others is required.
5. Off-task and distracting behavior will lower your grade. Inappropriate use of time is not tolerated.

II Absences

1. Excused absences must be cleared within three days of returning to class.
2. It is the responsibility of the student to present an absence clearance form to the teacher.
3. It is the responsibility of the student to find out about missed assignments, either by asking another student or by asking the teacher.
4. The classroom/computer lab is not open outside of class time and it is up to the student to find an alternative way to make up work.

III Grades and Grading

1. In order to reflect industry standards, the highest grades are competitive and will be given only to those who go beyond the requirements, with excellence in craftsmanship and originality.
2. Grading scale : A = 100 – 90%, B = 89 – 80%, C = 79 – 70%, D = 69 – 60%, F = 59 – 0%
3. The final grade will be based on four categories, roughly proportioned as follows:
 - 40%** - Projects (Creative work and final project)
 - 30%** - Exercises (Includes tutorials and documentation)
 - 20%** - Sketchbook (Grade based on effort - evidence of daily participation is vital)
 - 10%** - Participation (Daily productivity and group work)
4. Extra credit is available for a limited time before the close of each grading period.
5. **Cheating is not tolerated.** It will result in a grade of zero for everyone involved.
6. All courses fulfill the computer literacy requirements for graduation, when completed with a grade of 'C' or better.

IV Behavior

1. Treat everyone with respect. Raise your hand to gain attention of the teacher.
2. All school rules apply in the classroom – No food, drinks, personal electronics (other than pre-approved), or hats are permitted in class.
3. Do not take or use items from teacher's desk, work areas or cabinets without permission.
4. Take care of all bathroom business before or after class.
5. Poor behavior will result in loss of project points and will reduce your overall grade. Misbehavior with a substitute will result in a “U” on the report card and loss of credit for that day’s work.
6. You may not walk around the classroom with out permission. Do not enter the print shop area without permission.

V Computer Usage

1. **Computer usage is a privilege as well as a requirement.**
2. Failure to comply with computer rules or class rules will result in denied access to the computers and a lower grade. Students will not be compensated for loss of time or lost work due to denied computer access.
3. **The LAUSD Computer Usage form (AUP) and class syllabus must be completed, signed and returned before students are allowed to use the class computers.**
4. Class computers are not to be used for: accessing videos or music, downloading, streaming , playing games or attempting to circumvent district website blocks to access adult websites.
5. The computers are public, shared machines. They are not private! Assume that everything you do will be seen by the teacher, other staff and other students.
6. Students may not modify computers in any manner unless given permission by the teacher.
7. New rules regarding computer usage may be added at anytime, with teacher discretion.

VI Classwork and Homework

1. Students must be in their seat and ready to work when the bell rings.
2. Projects are dependant upon specialized equipment that you cannot take home with you. For this reason attendance is vital to complete assignments.
3. After 2 days, late work may be marked down 10%, depending on circumstances. Work may be turned in late without penalty if you have an excused absence or permission from the teacher.
4. All late work must be turned in during the grading period that it was assigned (5, 10, 15 or 20 week). After that, no credit will be given.
5. Homework consists of a limited amount of make-up work and extra credit.

VII Materials

1. Sketchbook. (Required). Lined or unlined paper, at least 8.5” x 5”.
2. Pencil (Required)
3. **You are required to have your sketchbook and pencil in class, every class day.**
4. USB memory stick for storing work. (Highly recommended)

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I have read and understand the syllabus, including the class rules and grading policies.

_____	_____	___/___/___
Student Name	Student Signature	Date

_____	_____	___/___/___
Parent / Guardian Name	Parent/Guardian Signature	Date

Parent / Guardian Email: _____