

# Academic and Behavioral Expectations for Introductory and Advanced Level Graphic Arts

**Mrs. Ackerman**

**Use your special talents** and creative and technical skills to solve design problems in class! You will have many opportunities to incorporate interests outside of the classroom into graphic design assignments.

Report to class on time and ready to work. **Productive class time** is essential for a successful experience in graphic design. We will be using industry standard software not available to most students outside of the classroom. Because of this, homework will be minimal, but students will be expected to **make up any missed lessons** after school or by arrangement with the teacher. Students can expect three to five homework assignments over the semester.

**Treat each other with respect.** Students will be respectful of each other, their work, and their environment. Disciplinary infractions will be dealt with according to the student handbook.

Quiet is expected when the teacher is speaking to the class. Otherwise, quiet, appropriate conversation is acceptable.

We will use positive comments to describe classmates' or instructor's work. Students will be critiquing design solutions and thoughtful, constructive responses to this work are expected.

Students are responsible for missed lessons or assignments. If you are absent from class please check with your teacher to arrange for make up lessons or assignments.

**Treat equipment with respect.** Reuse or recycle materials whenever possible. Keep food and drink away from computers. Students will work on their designated computers only.

Passes are given for water and restroom breaks only. Make good use of your passing time between classes.

Students' overall grades in this class will be based on the following:

1. Completion of all assigned projects in a timely fashion
2. Creativity in problem solving (imagination, more than one solution to a problem)
3. Execution of ideas (attention to detail, use of design principles discussed, appropriate use of computer and software applications)
4. Effort and use of class time
5. Final Exam (worth 10% of the final grade)