

# Graphic Design Assessment and Expectations

Each student is responsible for documenting their mastery of the following targets.

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## 1. Demonstrate Effective Communication

a. when speaking. Examples include: coming up with ideas and sharing them with the group, using appropriate language in class, keeping discussion relevant and on-topic...

b. when writing. Examples include: using correct spelling and grammar, complete sentences, including details and articulating thoughts...

c. when designing. Examples include: displaying a message/tone/idea through the text and imagery, avoiding distracting and unnecessary graphic elements...

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## 2. Demonstrate Critical and Creative Thinking Skills

a. in your own work. Examples include: thinking outside the box when coming up with ideas, not relying on ideas you've found on the internet...

b. in the work of the group. Examples include: doing your best to come up with unique ideas for groupwork, working off of and improving the ideas of the group.

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## 3. Demonstrate Critical and Effective Uses of Information Resources

a. Examples include: taking initiative to seek information for yearbook and group work. Researching to enrich your own design work. Ensuring that all facts are straight before including in your own work or the work of the group.

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## 4. Demonstrate Appropriate and Effective Uses of Technology

a. Examples include: paying attention to class demonstrations and utilizing instruction about computer applications. Using internet appropriately and productively.

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## 5. Show respect for self, others, and the environment

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## 6. Set goals and make informed decisions

a. Examples include: coming up with a complete plan for your design and going through the necessary steps to complete successfully.

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## 7. Follow class rules and accept responsibility for their actions