Connecticut CTE

Graphic Design Technology (Grades 9-12)

Discuss developments and individuals relating to the history of the graphics and design industry and explore emerging trends and technologies. GDT.01	1 **Research technologies that advanced graphic design.** GDT.01.01 2 **Describe past, present, and future styles in the graphic design field.** GDT.01.02 3 **Identify art movements that impacted graphic design.** GDT.01.03 4 **Describe the importance of graphic design's influence on society.** GDT.01.04 5 **Identify persons with major contributions to the field of graphic design.** GDT.01.05 6 **Identify and describe emerging trends and technologies.** GDT.01.06
Communicate ideals using industry standard terminology GDT.02	1 **Formulate written and verbal communications using industry standard terms.** GDT.02.01 2 **Prepare and deliver a visual presentation utilizing appropriate industry terminology.** GDT.02.02
Explore careers available in the field of graphic communications and the design industry. GDT.03	1 **Identify the certificates, diplomas, and degrees available.** GDT.03.01 2 **Compare and contrast careers in graphics and design, along with their education, training requirements, and salary ranges.** GDT.03.02 3 **Identify the college majors that are found in the area of graphics design and communication.** GDT.03.03 4 **List and describe professional organizations in the field of graphic design.** GDT.03.04
Examine the professional and ethical issues involved in the graphic design industries. GDT.04	1 **Identify basic copyright issues for graphic design industries to include understanding the use of Creative Commons copyright.** GDT.04.01 2 **Explain the consequences of copyright infringement.** GDT.04.02 3 **Explain ethics issues for the graphic design industries.** GDT.04.03

Skip to main content

Identify and apply the elements of design. GDT.05	a	**Identify the applications of color, line, shape, texture, size, and value in samples of graphic work.** GDT.05.01
	2	**Analyze the use of color, line, shape, texture, size, and value in samples of graphic work.** GDT.05.02
	3	**Incorporate color, line, shape, texture, size, and value in student-generated graphic work.** GDT.05.03
	4	**Demonstrate the elements of design through manual sketching.** GDT.05.04
	5	**Demonstrate the elements of design through digital sketching.** GDT.05.05
Identify and apply the principles of design. GDT.06	1	**Analyze the principles of balance, contrast, alignment, rhythm, repetition, movement, harmony, emphasis, and unity in samples of graphic works.** GDT.06.01
	2	**Incorporate principles of balance, contrast, alignment, rhythm, repetition, movement, harmony, emphasis, and unity in student-generated graphic works.** GDT.06.02
	3	**Demonstrate the principles of design through various drawing techniques.** GDT.06.03
Identify and apply the principles of typography. GDT.07	1	**Identify the anatomical components and qualities of type (i.e., x-height, ascenders, descenders, counters, etc.)** GDT.07.01
	2	**Construct graphic works utilizing and manipulating type.** GDT.07.02
	3	**Apply and adjust formatting to type.** GDT.07.03
Identify and apply the principles of design to layout. GDT.08	1	**Apply effective use of negative space, composition, message structure, graphics, etc., to graphic works.** GDT.08.01
	2	**Create graphic works utilizing grids.** GDT.08.02
	3	**Create graphic works utilizing templates.** GDT.08.03
	4	**Demonstrate layout skills for print collaterals (i.e., business cards, newspapers, packaging, etc.)** GDT.08.04
	5	**Demonstrate layout skills for digital media.** GDT.08.05
	6	**Explain the importance of consistency of design.** GDT.08.06
	7	**Explain the importance of usability.** GDT.08.07
	8	**Explain the importance of core messaging.** GDT.08.08

Skip to main content

	9 Apply measurement tools and ratio analysis to image positioning in graphic works. GDT.08.09
	10 Solve aspect ratio proportion measurement in video and animation development. GDT.08.10
Demonstrate knowledge of concept development. GDT.09	1 Generate project ideas through the use of thumbnails, roughs, mock-ups, wireframes, etc. GDT.09.01
	2 Create a storyboard for a project GDT.09.02
Demonstrate knowledge of concept image creation and manipulation. GDT.10	1 Analyze differences and appropriate applications of vector-based and bitmap images. GDT.10.01
	2 Use a variety of input devices to import photos, images, and other content. GDT.10.02
	3 Incorporate the use of image manipulation and illustration software into final products. GDT.10.03
	4 Apply nondestructive image editing techniques such as layering and masking. GDT.10.04
	5 Practice using different selection tools and techniques to manipulate images. GDT.10.05
	6 Practice in-camera composition and cropping. GDT.10.06
Demonstrate application of media outputs. GDT.11	1 Use appropriate resolution, compression, and file formats for various media outputs including web, video, and print. GDT.11.01
	2 Incorporate appropriate color modes in graphic works including but not limited to RGB and CMYK. GDT.11.02
Demonstrate application of media outputs. GDT.12	1 Develop a workflow for a project. GDT.12.01
	2 Synthesize information collected from communications with various stakeholders. GDT.12.02
	3 Describe project management. GDT.12.03
	4 Create projects that define core message. GDT.12.04
Identify and apply the design process. GDT.13	1 Explain the design process. GDT.13.01
	ıpply the design process to generate graphic works. Explain the design ıocess. GDT.13.02

Skip to main content

Demonstrate knowledge of branding and corporate identity. GDT.14	1 **Analyze branding and corporate identity, its purpose and constituents.** GDT.14.01
	2 **Create a visual that contains all the richness of the brand.** GDT.14.02
Identify and produce files utilizing different digital formats. GDT.15	1 **Describe the strengths and weaknesses of TIFF, EPS, JPG, GIF, PDF, and PNG in a Postscript environment.** GDT.15.01
	2 **Create documents/images and demonstrate the ability to save as digital files.** GDT.15.02
	3 **Demonstrate how to place scanned graphics/photos into an existing page layout program.** GDT.15.03
	4 **Produce digital files using appropriate DPI and PPI resolution for media.** GDT.15.04