

Colorado CTE Course – Scope and Sequence

Course Name	Adobe Photoshop I	Course Details	.5
		Course = 0.50 Carnegie Unit Credit	
Course Description	Concentrates on the high-end capabilities of Adobe Photoshop as an illustration, design and photo retouching tool. Students explore a wide range of selection and manipulation techniques that can be applied to photos, graphics and videos. Course competencies and outline follow those set out by the Adobe Certified Associate exam in Visual Communication Using Adobe Photoshop.		
Note:	This is a suggested scope and sequence for the course content. The content will work with any textbook or instructional resource. If locally adapted, make sure all competencies are covered. This class aligns to the CCNS course number (MGD111). Please contact your local community college for information on credit options. Course aligns to Adobe industry certification. CTE credentials include: Audio/Video/Film Technology, Information Technology, Journalism & Broadcasting, or Visual and Design Arts		
SCED Identification #	Need SCED	Schedule calculation based on 60 calendar days of a 90-day semester. Scope and sequence allow for additional time for guest speakers, student presentations, field trips, remediation, or other content topics.	
All courses taught in an approved CTE program must include Essential Skills embedded into the course content. The Essential Skills Framework for this course can be found at https://www.cde.state.co.us/standardsandinstruction/essentialskills			

COURSE COMPETENCIES AND OUTCOMES

Competencies

The competencies you will demonstrate in this course are as follows:

1. Examine the Adobe Photoshop application and determine the relationship with other multimedia applications.
2. Use Adobe Photoshop as the software to generate computer graphics.
3. Combine Graphic techniques.
4. Demonstrate usage of design principles by applying them in their arrangement of graphic and text elements.
5. Use a scanner, digital camera, and CD stock images to import images into Photoshop application.
6. Make selections with selection tools.
7. Create effective composites.
8. Create basic shapes and designs and then color them using a variety of methods.
9. Paint and fill images with color.
10. Organize artwork in each file.
11. Set-up and use layers and palettes.
12. Measuring image and objects using the ruler and guides.
13. Comprehend basic functions of masks and channels.

Student Learning Outcomes



Domain 1.0 Setting Project Requirements

1. Identify the purpose, audience, and audience needs for preparing images.
2. Summarize how designers make decisions about the type of content to include in a project, including considerations such as copyright, project fit, permissions, and licensing.
3. Demonstrate knowledge of project management tasks and responsibilities.
4. Communicate with others (such as peers and clients) about design plans.

Domain 2.0 Understanding Digital Images

1. Understand key terminology related to digital images.
2. Demonstrate knowledge of basic design principles and best practices employed in the visual design industry.
3. Demonstrate knowledge of typography and its use in visual design.
4. Demonstrate knowledge of color and its use in digital images.
5. Demonstrate knowledge of image resolution, image size, and image file format for web, video, and print.

Domain 3.0 Understanding Adobe Photoshop

1. Identify elements of the Photoshop CC user interface and demonstrate knowledge of their functions.
2. Identify and define the functions of commonly used Panels, including the Properties, Layers, Brushes, Adjustments, and Type panels.
3. Define the functions of commonly used tools, including selection, drawing, painting, type, and vector shape tools.
4. Navigate, organize, and customize the workspace.
5. Use non-printing design tools in the interface, such as rulers and guides.
6. Demonstrate knowledge of layers and masks.
7. Manage colors, swatches, and gradients.
8. Manage brushes, symbols, graphic styles, and patterns.

Domain 4.0 Creating Digital Images Using Adobe Photoshop

1. Create a new project.
2. Import assets into a project.
3. Make, manage, and manipulate selections.
4. Transform images.
5. Create and manage layers and masks.
6. Use basic retouching techniques — including color correction, blending, cloning, and filters — to manipulate a digital image.
7. Create a vector drawing, such as an icon, button, or layout.
8. Add and manipulate type.
9. Add filters.

Domain 5.0 Publishing Digital Images Using Adobe Photoshop

1. Prepare images for export to web, print, and video.

2. Export or save digital images to various file formats.

Additional Notes: This document was created based on the [Visual Design Using Adobe Photoshop CC Study Guide](#)

CTSO Integration

FBLA

- Graphic Design
- Publication Design