Lesson Title:	Subject:	Grade(s):
Photoshop Introduction - Photo Layers	Digital Media (Design)	8-12
Name:	Date:	Lesson #
		1.3

Rationale:

(lesson context and reasons why lesson matters)

For those students who have little to no experience, or are returning to Photoshop, these Introductory Lessons will help (re)introduce students to the core basics of Photoshop.

Curriculum Connections : <u>https://curriculum.gov.bc.ca</u>

Core Competency

Creative Thinking

Curricular Competency

- Choose, Adapt, and if necessary learn more about appropriate tools and technologies to use for tasks

Content:

- Design Opportunities

Learning Intentions	Activity	Assessment
Students will be able to:		
Know the basic tools needed to future projects in relation to Adobe Photoshop CS	Import a photo into Photoshop and add additional images to it and know how to use a layer mask	Formative: Students are able to open a photo in photoshop and add additional images to it

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Prerequisite Concepts and Skills:

For student success

N/A

Materials and Resources with References/Sources:		
For Teacher	For Students	
Adobe Photoshop	Computer	
Projector w/ Screen	Adobe Photoshop	
Computer		
An image of any animal that can be easily viewed and added onto		
An additional transparent image of an object that will be used as a demonstration		

Differentiated Instruction (DI):

Accommodations

This is creative! Students can design / create what they feel like and doesn't necessarily have to follow the direct instructions, so long as they're able to demonstrate that they're able to add images onto a project and understand when and when not to use various photo placing methods.

Organizational/Management Strategies:

Anything special to consider?

It's ideal to have a projector facing the direction where all students have access to see / view

Be sure to scan the room and check on students progress throughout the lesson to ensure all students are understanding the concepts discussed

Possible Aboriginal Connections / First Peoples Principles of Learning

http://www.bced.gov.bc.ca/abed/principles_of_learning.pdf https://curriculum.gov.bc.ca/sites/curriculum.gov.bc.ca/files/pdf/aboriginal_education_bc.pdf

As per First Peoples Principles of Learning

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- Learning involves patience and time

Lesson Activities		
Teacher Activities	Student Activities	Pacing
Introd	luction	
Teacher prepares Adobe Photoshop, projector and screen for subsequent lesson. Teacher takes attendance, and prepares the class for the lesson.	Students come into class prepared to learn. Log into computers. Students may also be engaged in morning computer exercise including practicing typing, or practicing coding.	5-10 mins
Body		
Teacher begins the lesson by following up with some of the techniques learned in the last lesson. This can be delivered as either questions to gauge learning / knowledge, or as mini demonstrations (or both!). - Opening a Project - Undo / Redo - Brushes - Size / Hardness / Types - Eraser - Size / Hardness - Colour Swatch - Foreground / Background - Saving a project - Layers - How to move layers through the layer hierarchy	Students raise their hands to answer questions, or to ask how to re-demonstrate a certain task from the previous lesson	5-20 mins
Teacher will ask students to download an animal and a transparent-object image that will be made available to them in a platform that is commonly used (Ex. Google Classroom, Blackboard, Canvas etc.)	Students will download the photo of the animal that the teacher has chosen.	5-10 mins

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Once the images have been downloaded, Teacher will demonstrate how to open the animal image in photoshop using the 'Open File' instead of 'Create Project' in the Photoshop main UI. Once teacher is confident that previous learning is sufficient to move on, and the animal picture is displayed on every students monitor then the teacher will outline and explain the following methods to add the transparent-object image onto the animal image:	Students listen and watch the teacher on how to open the animal file using Photoshop.	5-10 mins
 Copy / Paste (Ctrl C + Ctrl V) a) Easy if it's a single transparent image b) If not, brings entirety of the image into your project Drag Method a) More Thorough, and can test for 'true transparency' b) Takes much more time 3) "Place Embedded" method a) Easy if you're using single images and embeds directly into the project 	Students will watch the various ways on how to add images onto Photoshop projects	10 mins
 When using the 'Drag Method', place importance on using the 'Move Tool' when dragging it onto the project Explain how to determine what is a 'fake' transparent image versus a real transparent image. Once the students have chosen the best method to move the transparent-object image onto the animal image and it can be viewed on all students screens, then teacher can begin to teach about Laver 		10 mins

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Masks. Teacher provides demonstration of how to use Layer Masks, and things to consider:	Students will add the 'Transparent Object Image' onto the animal image in Photoshop.	
 Can only be used with Black / White Foreground and Background Colours Must have the 'Layer Mask' in the correct layer selected Reasons to use it would be to not permanently alter the image. 		
Teacher showcases how to use the Layer Masks to hide and aspect the Object Image in the hand (or somewhere) of the selected Animal image. (Example: To hide a hockey stick in the hand of a Chimp to seem like the Chimp is holding the stick). Asks students to attempt to do this.	Students watch and learn how and when to best use a Layer Mask, and listen to the important small details of the tool. Students will then use the Layer Mask to hide the 'Transparent-Object Image' within the 'Animal Image'.	5-10 mins
Once students are confident and able to perform the following task, they may now 'remix' the animal, adding appropriate images downloaded from the internet onto the animal photo in Photoshop.	Students will then use Google Images or their own images to import onto the Animal image to remix the original	30 mins
Closure		
Before the end of class, Teacher will ask students to please save their photo of their remixed animal to work on it the following day for practice.	Students will save their remixed animal photo. Class Ends.	5-10 mins

Post-Lesson Reflections: