

Lesson Title:	Subject:	Grade(s):
Photoshop AR Introduction	Digital Media (Design)	8-12
Name:	Date:	Lesson #
		2.1

Rationale:
(lesson context and reasons why lesson matters)
Due to AR becoming increasingly popular, introducing students to Adobe Aero is a great step to helping them understand spatial awareness and may lead to increased creativity regarding photoshop and creative exploration within digital media. This lesson will be the beginning step on how to use Adobe Aero as a tool to further expand on Photoshop projects down the road.

Curriculum Connections : https://curriculum.gov.bc.ca
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 how to import a Photoshop Project into Adobe Aero	Download Adobe Aero and familiarize themselves with the software	Formative: Students are able to either individually or in pairs use and understand the program in a bit more detail

Prerequisite Concepts and Skills:

For student success

N/A

Materials and Resources with References/Sources:

For Teacher

Adobe Photoshop
Projector w/ Screen
Computer
Adobe Aero (software)
Apple Mobile Device (iPhone / iPad)
Email
Files (iOS Software) [Link](#)

For Students

Computer
Adobe Photoshop
Adobe Aero (software)
Apple Mobile Device (iPhone / iPad)
Email
Files (iOS Software)

Differentiated Instruction (DI):

Accommodations

Students that do not have a mobile phone can be paired up with a student that has an iPhone.
Students with Android compatible devices will also have to be paired up with students that have an iPhone.

Organizational/Management Strategies:

Anything special to consider?

Consider creating a list of instructions on how students can use Adobe Aero.
Let students play with Adobe Aero first, before attempting to load a Photoshop Project into it.
It is important to know just how many students have mobile devices, specifically Apple Products (iPads, iPhones).
Students will need to Create an Adobe account (if not using their own School Email, or have already not signed off on a FOIPPA/Media release with their own school). It is recommended that your school has a FOIPPA policy in place, and that students are using school email accounts when using Adobe content or the same account used to log into Photoshop or access the Adobe

Creative Cloud to mitigate personal data being shared. The data being shared and access is the following:

- 1) Student First and Last Name
- 2) Student Date of Birth (Must be over the age of 13)
- 3) Country
- 4) IP Address (if used at home)
- 5) Mobile Device ID (located within Settings on iPhone)
- 6) Data will be shared outside Canada, as well as within and outside of the US (Example: India)
- 7) Data will be shared with third party companies, marketers and advertisers as per Adobe's [Privacy Policy](#)
- 8) Data will be shared within Adobe CC suites programs

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

- Learning involves patience and time

Lesson Activities		
Teacher Activities	Student Activities	Pacing
Introduction		
<p>Teacher prepares Adobe Photoshop, projector and screen for subsequent lesson.</p> <p>Teacher takes attendance, and prepares the class for the lesson.</p>	<p>Students come into class prepared to learn. Log into computers.</p> <p><i>Students may also be engaged in morning computer exercise including practicing typing, or practicing coding.</i></p>	5-10 mins
Body		
<p>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!).</p>	<p>Students raise their hands to answer questions, or to ask how to</p>	

<ul style="list-style-type: none"> - Ways to open an image in a project - Layer Masks <p>Teacher discusses how to open a saved project in Photoshop to allow students to go back into it to continue working on their 'Remixed Animal' project. This provides students to continue adding layers, and additional complexity to their project.</p> <p>Once students have had enough time remixing their animal project, the teacher will ask students to save their work. Teacher will showcase some of the student work on the projector so others can see what the class made. (Please do so with student permission ahead of time!)</p> <p>Stop the class, and gauge how many students have mobile Apple Devices.</p> <p>Note: If you have a class set of iPads, these can be used as well. However, be sure to have the 'Adobe Aero' software downloaded ahead of time. You will need a large part of the class to have devices.</p> <p>Assuming a majority of the class has an Apple Device, Begin the pairing students together. All students without an apple device, ensure that they are paired in groups of two or three for this process. If every student has access to an Apple Device, then pairing is not necessary.</p>	<p>re-demonstrate a certain task from the previous lesson</p> <p>Students learn how to open an already saved project, and continue working and remixing their animal project.</p> <p>Students will finish up their Animal Photo Project and, having provided permission, allow teacher to showcase some students work on the projector.</p> <p>If a student has an Apple mobile device, raise your hand.</p> <p>Allow to be paired into groups of 2 or 3 depending on how many students have Apple Devices. Use classroom iPad(s) for use if possible.</p> <p>Students will download Adobe Aero from App Store.</p>	<p>5-20 mins</p> <p>20 mins</p> <p>5-10 mins</p> <p><1 min</p> <p>2 mins</p>
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<p>For students with an Apple device, ask them to download a program called 'Adobe Aero' from the App Store.</p>		5 mins
<p>Once downloaded, ask students to login using the same login needed to access other Adobe programs such as Photoshop. (This is typically a district email address, but be sure to double check ahead of time). If students do not have access, they can use their personal emails, but make clear that the following data may be collected and signed off with Parental / Guardian permission ahead of time.</p>	<p>Students will log into Adobe Aero using their school email, or same login that is required to access other Adobe CC applications.</p>	5 mins
<p>Once the student has logged into Adobe Aero, ask the students to go through the Tutorial provided at initial launch. However, if not prompted, get them to "Press the Blue +" on the bottom right hand corner. This will ask them permission to access their camera (Required for AR to function). And it will scan the room for surfaces.</p>	<p>Students will experience the Adobe Aero Tutorial, or press the Blue + to begin scanning nearby available surfaces.</p>	5 mins
<p>Once it has located a surface, Ask students to add in their first Asset. They can do so by pressing the "Blue +" button on the bottom LEFT hand corner, and clicking on 'Starter Assets', and pressing 'Toy Store' and pressing on the 'Figure'.</p>	<p>Students will Import the 'Toy Figure' asset and anchor its location onto the surface.</p>	2 mins
<p>Allow time for students to play with, attempt to import their own photos or other objects to allow students to familiarize themselves with the app. This also provides time for other students that are paired up to have time to also play with the app and understand how it works.</p>	<p>Students will play with and further familiarize themselves with the app to familiarize themselves with the application itself.</p>	20-30 mins

Closure		
Before the end of class, the teacher will provide the next lesson's expectations - To import their Remixed Animal Photos to Aero.	Students will quit Adobe Aero, listen for the expectations and end the days lesson.	5 mins

Post-Lesson Reflections: