

| Lesson Title: | Subject: | Grade(s): |
|---------------------------|------------------------|-----------|
| Photoshop AR Introduction | Digital Media (Design) | 8-12 |
| Name: | Date: | Lesson # |
| | | 2.2 |

| Rationale: |
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| (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 additional 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 |
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| Core Competency |
| Creative Thinking |
| Curricular Competency |
| <ul style="list-style-type: none"> - Choose, Adapt, and if necessary learn more about appropriate tools and technologies to use for tasks |
| Content: |
| <ul style="list-style-type: none"> - Design Opportunities |

| Learning Intentions | Activity | Assessment |
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| Students will be able to: | | |
| Know how to import a Photoshop Project into Adobe Aero | Import a photo into Adobe Aero | Formative: Students are able to either individually or in pairs add a Photoshop project into Adobe Aero |

| Prerequisite Concepts and Skills: |
|-----------------------------------|
| For student success |
| N/A |

| Materials and Resources with References/Sources: | |
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| For Teacher | For Students |
| Adobe Photoshop Projector w/ Screen Computer Adobe Aero (software) Apple Mobile Device (iPhone / iPad) Email | Computer Adobe Photoshop Adobe Aero (software) Apple Mobile Device (iPhone / iPad) Email |

| Differentiated Instruction (DI): |
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| Accommodations |
| <p>Students that do not have a mobile phone can be paired up with a student that has an iPhone.</p> <p>Students with Android compatible devices will also have to be paired up with students that have an iPhone.</p> |

| Organizational/Management Strategies: |
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| Anything special to consider? |
| <p>Consider creating a list of instructions on how students can use Adobe Aero.</p> <p>Let students play with Adobe Aero first, before attempting to load a Photoshop Project into it.</p> <p>It is important to know just how many students have mobile devices, specifically Apple Products (iPads, iPhones).</p> <p>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:</p> |

- 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 | | |
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| Teacher Activities | Student Activities | Pacing |
| Introduction | | |
| <p>Teacher prepares a projector and screen for the 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> <ul style="list-style-type: none"> - How to log into Adobe Aero | <p>Students raise their hands to answer questions, or to ask how to re-demonstrate a certain task from the previous lesson</p> | 5-20 mins |

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| <p>- How to add an asset into Adobe Aero</p> <p>Teacher gets students to get back in the same pairs they had the previous lesson.</p> <p>Teacher will then ask each of the students to email their remixed animal projects (as a photoshop file) to one of the students email accounts (that can be accessed via the students iPhone).</p> <p>Teacher will demonstrate how to download the Animal Project from an email client on their iPhone to the 'Files' section of their iPhone. Once the demonstration is complete, students will be asked to complete this task as well.</p> <p>Teacher will demonstrate how, from Adobe Aero, to import their projects from Files into their Adobe Aero.</p> <ol style="list-style-type: none"> 1) First, a scanned surface area must be located. 2) Second, press the Blue + on the bottom left and select 'From Files'. 3) Third, locate the saved project and open it. Adobe Aero then should display this. <p>Teacher will demonstrate the advanced settings of Adobe Aero</p> <ol style="list-style-type: none"> 1) Scale and Rotate 2) Layers 3) Behaviours 4) Edit and Preview sections <p>Teacher will provide time for each of the participants in the pairs to test, try and import their own creations into the program to test it and see how it works.</p> | <p>Students get back into pairs once again.</p> <p>Students choose who they will send their projects to via email, and do so.</p> <p>Students will watch closely, making sure to follow the directions as closely as they can.</p> <p>Students will follow the directions, making sure that they ensure that all the directions have been followed as directed.</p> <p>Students will watch the teacher demonstration, and then play with the following features to the best of their ability.</p> <p>Pairs will switch, and the others will then have time to implement their projects into</p> | <p>3 Mins</p> <p>5-8 mins</p> <p>10 mins</p> <p>20 mins</p> <p>30-40 mins</p> |
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| | Aero, and play with some of the functions that was discussed in the demonstrations. | 30 mins |
| Closure | | |
| Before the end of class, the teacher will provide the next lesson's expectations - Back to Photoshop for additional lessons. | Students will quit Adobe Aero, listen to next lessons expectations and end the day. | 5 mins |

Post-Lesson Reflections: