Lesson Title:	Subject:	Grade(s):
Photoshop - Magazine Cover Assignment Submission + AR Experience	Digital Media (Design)	8-12
Name:	Date:	Lesson #
		3.4

Rationale:
(lesson context and reasons why lesson matters)
Students have had a few days to work on their Magazine Cover Assignments, and the time is now to submit this. This will help students learn how to get a completed assignment (such as a Magazine Cover) into Adobe Aero, and a creative way to share their creation in AR for others to see.

Curriculum Connections : https://curriculum.gov.bc.ca
Core Competency
Creative Thinking Communicating Critical and Reflective Thinking
Curricular Competency
- Share progress while creating to increase opportunities for feedback - Decide on how and with whom to share or promote product, creativity, and if applicable, intellectual property - Consider how others might build upon the design concept - Critically reflect on their design thinking and processes, and identify new design goals.
Content:
- Design Opportunities - Media technologies for image development and design

Learning Intentions	Activity	Assessment
Students will be able to:		
Critically reflect on their completed product Export and share their magazine cover through AR	Save, upload and reflect on project for grading. Working in same pairs, partners will email projects to Apple User (Adobe Aero) for uploading and AR QR code distribution.	Formative: Students are able to use Adobe Aero to share their work with their peers through the QR Code function. Summative: Completion of the Magazine Cover and graded via Rubric

Prerequisite Concepts and Skills:
For student success
Understand the basics of Adobe Aero

Materials and Resources with References/Sources:	
For Teacher	For Students
Adobe Photoshop Projector w/ Screen Computer Magazine Cover + AR Assignment & Rubric Pencil or Pens / Paper (2 Stars and a Wish) Printer (Printing QR Codes) Adobe Aero (software) Apple Mobile Device (iPhone / iPad)	Computer Adobe Photoshop Pencil / Pen Adobe Aero (software) Apple Mobile Device (iPhone / iPad)

Differentiated Instruction (DI):
Accommodations
Students who are struggling with the Magazine Cover Assignment, allow them to use direct quotes or recreate a similar magazine using similar fonts, content and pictures.

If some students are unable to share the QR Codes for AR sharing, then this idea can be scrapped in favour of having the magazine covers

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

** This lesson may need to be broken up over two days depending on the slowness / technical issues that may arise.

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		
Teacher prepares Adobe Photoshop, projector and screen for the 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 class by outlining what we're focusing on today: 1) Finishing and submitting final Magazine Cover a) Once submitting, reflecting on the process.		

2) Working in same AR pairs as before, emailing your projects (as .psd's to your peer who can then download to files and open that file in Adobe Aero) 3) Sharing and fetching Adobe Aero QR Code for classroom sharing.	Students will listen to the days goals.	<5 mins
Teacher will field any additional questions before asking students to prepare their Magazine Covers for submission. **Note:** It's best to have an LMS such as Google Classroom where students can submit their work digitally, as well as reflect on their work. However, printing each design and grading via paper is also do-able, although it takes more time and costs more money (Ink/Paper).	**Note:** If teaching younger grades, it's best advised to have guiding reflective questions for students.	<5 mins
Once students have had the time to submit and reflect on their projects, teacher will then ask students to pair in similar AR pairings and they will email their finished Magazine Covers to the student responsible for using / having Adobe Aero. Teacher may have to review and demonstrate once again how to send attached files, and open them on a mobile device.	Students will submit their assignments for marking, and reflect to the best of their ability on the project. Students will pair up, and email their projects to the selected student who has access to Adobe Aero on their mobile device, who in turn will download that project to their 'Files' in preparation of sharing it through Adobe Aero. Students may have to re-watch a demonstration on how to email attachments, open them on a mobile device and save them through 'Files'.	10-30 mins
Once students have saved their own, and their partner(s) Magazine Cover's on the 'Files' section of their Apple mobile device, Teacher will ask them to scan a surface and import that image (similarily to their remixed animal) into Adobe Aero. Then		10-15 mins

demonstrate and explain that students are to do the following:
 	
1) Confirm any settings / looks of that image within Adobe Aero.
2) Press 'Preview' at the top of the application.
3) Press the 'Share' Icon at the top right hand corner of the application.
4) Press ' Share a Link'
5) Press 'Create Link'
    a) A small QR code image will appear next to the link. Press the QR code image.
    b) Press 'Share QR Code'
    c) Select the Apple users preferred Email program. (Gmail, Apple Mail…etc.)
    d) Send the link to the student who the project belongs to.
6) Once the student has their link, they're asked to print it off, or submit it directly to the teacher to be printed.
7) Once the image is printed, they're to take a small piece of tape and place it in an appropriate location within the classroom (far enough away from other QR Codes).
8) Write their name on the top of their QR Code!
 	
It is encouraged that the Teacher be actively involved and reviewing the progress of the students as they move through this process.
 	
Teacher will provide each student with sticky notes so they can record and
	Students will pay close attention to the demonstration and explanation of what is expected of them in regards to sharing their work through Adobe Aero. Once students have heard the explanation, they're to go forth and complete the tasks as described. Students will raise hand and troubleshoot issues should they arise.
	
	Students will print off their QR Codes, and place it around the room, not to interfere with other students QR codes, or placing them too close. They will also place their name on their QR code.
		60+ mins
		
		5-10 mins

provide 2 stars and a wish for those QR Codes they've scanned. **Note:** As a first time sharing / viewing student projects through Adobe Aero, allot a significant amount of time for this. Students will get stuck, technology may not function the way we want to, and downloading / uploading images and content may be considerably more difficult than expected. Patience is required and this process can take more time than desired for the first time. Once students all have their AR QR codes placed within the classrooms, Paired groups of students will then go around the classroom and scan each of the QR codes and see and play with each of the magazine covers. Students are asked to provide '2 Stars and a Wish' to each magazine cover they view within AR. Teacher should encourage students to submit professional and helpful feedback for students to reflect and consider following their next assignment. **Note:** Not all students may wish to share their work with the class. This is okay! However, encourage these students as much as possible to share their work, but recognize their boundaries and limitations as well.	Students will (with the provided sticky notes from teacher) go around in their pairings and view each of the QR codes that are available to be scanned within the classroom. They're to provide (either individually or as a group) 2 Stars and a Wish for that individual's Magazine Cover. Students will be sure to write constructive and professional feedback.	15-20 mins
Closure		
Before the end of class, Teacher will encourage students to grab the sticky notes attached to their QR codes and	Students will ensure that the Magazine Cover Assignment is submitted and reflected on. They will review their 2 Stars and a Wish comments, as well as Log off	<10 mins

review the stars and wishes provided to them. Remind students that they want to have their Magazine Cover Assignment submitted and reflected upon for assessment.	their computer and move onto their next class.	

Post-Lesson Reflections: