



Desktop Publishing



Description

In this curriculum, students will explore the field of desktop publishing. They will learn about the various tools and concepts used in this field. The students will also learn to create various documents while adhering to important publishing principles. After the students complete their publications, they will learn how to export their publications for various media as well as what to look for when selecting a printing company.

Skills

- Book documents using a desktop publishing program
- Create and export publications for print and interactive PDFs
- Apply, create, and modify paragraph styles
- Demonstrate how to use important design principles
- Create and apply master pages
- Use various tools in a desktop publishing program
- Import text and graphics into a document
- Create a trifold brochure and two-page flyer

Knowledge

- Importance of desktop publishing
- Desktop publishing careers
- Marketing strategy and marketing plan
- Printing industry
- History of communication

Activities

- Activity 1 - Introduction
- Activity 2 - Graphic Basics
- Activity 3 - Text
- Activity 4 - Application Styles
- Activity 5 - Master Pages
- Activity 6 - Create a Brochure
- Activity 7 - Book Multiple Documents
- Activity 8 - Interactive Layout
- Activity 9 - PDF Settings
- Activity 10 - Post-Test and Wrap-up
- Activity 11 - Bonus Activities
- Activity 12 - Challenge
- Activity 13 - Open-Ended Challenge
- Activity 14 - Careers
- Activity 15 - Internet

Standards

Math/Measure Problem Solving Reading

Module Includes:

Student Workbook, Instructor's Manual, Installation CD, Headphones

Adobe InDesign® CC is required and sold separately.

Requirements

Module requires a computer workstation, scanner, and printer.
Computer must have USB slot for the scanner.