

LEADING EDGE IN GRAPHIC DESIGN

Immaculate High School, Danbury



Grant Amount=\$6,500
Project Cost=\$6,689

PROJECT UPDATE



84 Students Impacted
Grade 9-12

PURPOSE: To imagine Graphic Design students as part of a “company,” organized into design and production teams providing each student a specific job function. Teams take full responsibility for the jobs; from dealing with the customer, design, production, finishing and packaging, and finally delivering the product. A large learning component of the Immaculate High School Graphic Design STEAM program is having student technical work become tangible objects. The grant also allowed for a Graphic Design 3 class to be added to the existing graphic design curriculum; a UCONN Early College Learning Experience class called Digital Media and Design.

IMPACT: Students created business proposals and promotional materials for local area organizations. Students had to find and create work for others and were responsible for delivering exactly what the client wanted. Utilizing a Carvey instrument, students witnessed their work come to life in three dimensional work. Our new Strasys 3-D printer enabled students to create products with their designs and see tangible results. Because our Graphic Arts course is based in part on continuous improvement, the ability to engage an expanded business component of the course as a result of additional product capabilities and lab usage brings an increased approach to student-centered personalized and blended learning into the classroom. When students work through the whole design process: sketching, designing, creating and reconfiguring their original design based on their tangible results, it allows for an authentic learning experience.

FUTURE PLANS: IMHS has only scratched the surface of the printer and Carvey possibilities. We are excited to see what the students can do or other people as community service is a component of our school.

