
T-Shirt Design

1. Lesson Title: T-Shirt Design Project
2. Grade Level: 9–12
3. Subject Area: Graphic Design Basics
4. Time allotted for the lesson: Five class sessions (approximately 4 hours, 40 minutes).
5. Short Description

In this lesson, students will create simple single-color t-shirt design from concept to the electronic phase. Students will prepare a series of phases in conventional form before creating the electronic art. Students will focus on the pre-press stage of this lesson. The design will consist of a simple image and a verbal message. The actual printing procedure will come later.

6. State Curriculum Standards met in this lesson:

This lesson meets the following Career Technical Education (CTE) standards:

Artistic Perception

(1.6) Compare and contrast similar styles of works of art composed in electronic media with those done with materials traditionally used in the visual arts.

Creative Expression

(2.3) Develop and refine skills in the manipulation of digital imagery.

(2.6) Present a universal concept in a multimedia work of art that demonstrates knowledge of technology skills.

7. Instructional Objectives

As a result of this project, the students will be able to:

- a. Draw a simple design in thumbnail form, conventionally.
- b. Identify simple primary and secondary geometrical shapes.
- c. Draw a comprehensive layout conventionally and correctly.
- d. Draw a comprehensive dummy.
- e. Identify the difference between pre-press and the press phase.
- f. Identify the difference between a single- and multi-color design.
- g. Navigate, organize and create documents using state-of-the-art software and computer systems.
- h. Build and design a t-shirt, electronically, using Adobe Illustrator.

8. Instructional Procedures

a. Lesson Set:

The introduction to the lesson will start with a slide show of samples of popular t-shirt designs from artists (Shepard Fairey, etc.) Students will review t-shirt designs (on shirts), from other students previously enrolled in the class. This should help encourage and motivate students.

b. Techniques and Activities:

1. Introduction to t-shirt design slide presentation.
2. Present examples of t-shirt designs in print form.
3. Show visuals (examples of simple t-shirt designs using simple geometrical shapes with a basic typography solution).
4. Demonstrate how to draw a simple thumbnail using type and design on the white board.
5. Demonstrate how to draw a comprehensive layout on paper with students in groups of five, using a ruler, paper and a pencil.
6. Classroom activity: Students will draw a simple thumbnail on white paper, using a ruler and pencil, independently.
7. Demonstrate how to draw a comprehensive dummy, indicating placement, size of image, color of design and color of the shirt (template provided).
8. Demonstrate, using a digital overhead projector, how to create a new document using proper measurements, in Adobe Illustrator.
9. Demonstrate, using a digital overhead projector, how to create simple, primary geometrical shapes and secondary shapes in Adobe Illustrator.
10. Classroom activity: Students will create a simple t-shirt design

using primary and secondary shapes along with a type solution, in Adobe Illustrator.

11. Classroom activity: Students will print out their t-shirt design using a laser printer.

9. Lesson Closure

Students will be asked to print out their completed t-shirt design for grading. Students will be asked to create a two-color t-shirt design using the same elements, or an entirely different design, on the computer.

10. Adaptations for special learners:

(English language learners and students with special needs) ELL students will partner up with Early Advanced ELL students for one-on-one help as well as reciprocal teaching. Students with special needs will be accommodated with a health aid. Handicapped students will work at a separate workstation for wheelchair access.

11. Assessment/Evaluation:

Students will present their t-shirt designs to the class for critique. Students will verbally explain how they created their design electronically and indicate the color of the design and shirt color. Students will also do a performance test, conventionally and electronically, to show proficiency.

12. Learner Products:

Students will post their project in the classroom for viewing. Students will prepare an on-going portfolio for evidence and final grading.