



The Graphic Design Pathway introduces students to elements of design. Furthermore, students gain practice planning and projecting ideas and experiences with visual and textual content. Ultimately, students are taught to communicate ideas or message through visuals. For example, students will learn to create digital logos, posters, and websites.

Students learn about a variety of work-related disciplines that benefit students interested in pursuing a graphic design career, as well as careers in business, marketing, branding, and more.

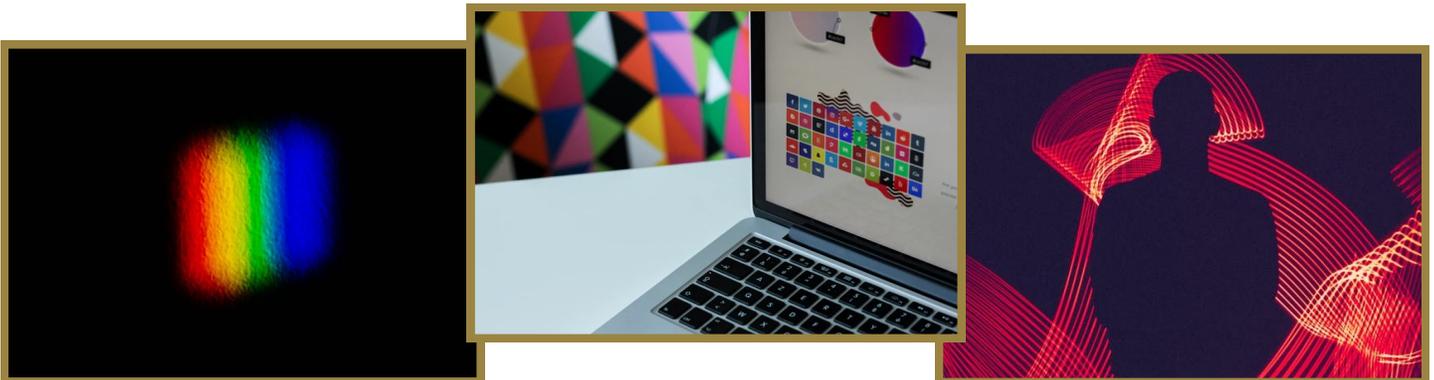
To sign up for the Graphic Pathway contact,
your Canyon counselor today!

***“If you have the
willingness to try
designing Art and the
willingness to learn
about the process of
Art then this course
is for you.”***

Mr. Jose Reyes
*Graphic Design &
Animation Teacher*

Graphic Design Program Community Partnerships:

Impression Graphics; University of San Francisco Graduate, Lauren Morone; Non-Profit Organizer/
Canyon Alumni, Logan Eldridge



For more information, visit www.canyonhighschool.org or contact
Graphic Design teacher Mr. Jose Reyes, jvreyes@orangeusd.org.



Sample Four-Year Plan

The table below represents a sample four-year plan sequencing required course to be a Graphic Design Pathway completer. Students must complete an 02 & 03 course to be a pathway completer and earn a tassel to wear at graduation. Students should work closely with their counselors to incorporate appropriate honors, IB and AP courses, as well as other graduation and A-G required courses.

Course Type	9th Grade	10th Grade	11th Grade	12th Grade
Graphic Design	Career Focus Arts, Media & Entertainment (01)	Art of Graphic Design I (02)	Art of Graphic Design II (03)	Professional Internship (03)
A-G Approval		F Visual & Performing Arts	F Visual & Performing Arts	

Animation Pathway Course Descriptions:

Career Focus Arts, Media and Entertainment (01): This course explores careers in the Arts, Media, and Entertainment industries. This includes practical experiences in the areas of Graphics & Design, Digital Photography, Animation, Video/Media, Performing Arts, and Production.

Art of Graphic Design UC-F (02): Students explore the art of graphic design, the history and development of this art form, explore cultural influences, and examine the role of graphic design in societies. Students demonstrate knowledge of the elements of art and principals of design while developing and refining their creative skills using a variety of media.

Art of Graphic Design II UC-F (03): This course builds on the competencies completed in Art of Graphic Design I. Content area skills include advanced drawing, how to representing complex data in graphical form, industrial package design, advanced typesetting, working with clients, and production of more complex documents.

Professional Internship (03): Allows students to apply academic knowledge and demonstrate technical 21st-century skills in a workplace setting. Students will prepare job readiness documents and will interview at an assigned site before interning with a local Canyon Business Partner (Impression Graphics).

Graphic Design Pathway Teacher



Mr. Jose Reyes Email: jvreyes@orangeusd.org

Mr. Reyes graduated from CSULB with a degree in Art Education. He earned a Master's Degree in Educational Technology from National University. Mr. Reyes brings to Canyon a plethora of industry experience, including working at Tower Records and Trader Joe's as an in-house designer. He loves comic books, staying active, and eating sushi.