

Victory Design Lesson Catalog

40 ready to teach resources for art, graphic design, digital media and CTE classes, written by a working digital media design teacher in New York City. Every unit has a teacher plan, student worksheets and a rubric. 8 are free.

- **Buy single resources** on Teachers Pay Teachers: [teacherspayteachers.com/store/victory-design-llc](https://www.teacherspayteachers.com/store/victory-design-llc)
- **Browse and download the free ones** at oexta.com/lessons
- **Whole department or school?** Email support@oexta.com for a school licence that includes every lesson pack for your teachers and the Oexta classroom apps (Stop Motion, ZenAnimator, Steps, Prompt), invoiced to the school.

Free to try

Print these today. They're free here and on Teachers Pay Teachers.

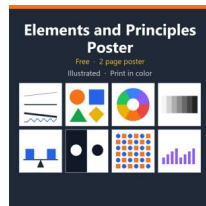


Design Vocabulary Word Wall

40 print and cut cards with student friendly definitions.

Grades 6 to 12

FREE

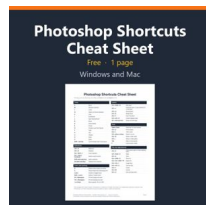


Elements and Principles Posters

Two illustrated posters for the classroom wall.

Grades 6 to 12

FREE

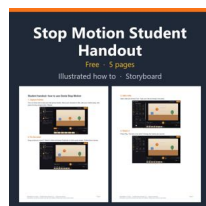


Photoshop Shortcuts Cheat Sheet

The keys students use every day, Windows and Mac.

Grades 8 to 12

FREE

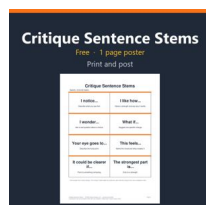


Stop Motion Student Handout

The illustrated how to and a storyboard sheet. Uses the free app Oexta Stop Motion.

Grades 6 to 12

FREE



Critique Sentence Stems

Eight stems that turn I like it into real feedback.

Grades 6 to 12

FREE



Phone and Tablet Wireframe Templates

Printable frames for sketching app screens.

Grades 6 to 12

FREE



Camera Shots and Angles Poster

Illustrated shot types and camera angles.

Grades 6 to 12

FREE



Layout Grid Templates

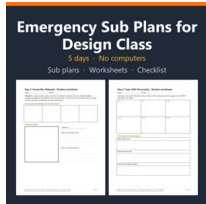
Printable magazine and yearbook spread grids.

Grades 8 to 12

FREE

Ready for tomorrow

For the days you need a plan that just works.



Emergency Sub Plans for Design Class

Five days of real design work, no computers needed.

Grades 6 to 12

\$6



Design Bell Ringers: A Full Year

180 five minute warm ups in 36 weekly themes.

Grades 6 to 12

\$7

Design foundations

The ideas every design student needs, made visual.



Elements and Principles of Design

Illustrated sheets, scavenger hunt, quiz and poster project.

\$3.50

Grades 6 to 12

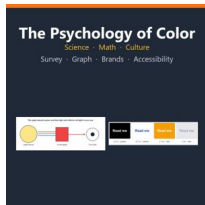


Color Theory Unit

The wheel, harmonies, psychology, RGB and CMYK, and a rebrand project.

\$5

Grades 7 to 12

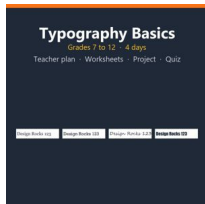


The Psychology of Color

How we see color, a survey and graph, brands, culture and accessibility.

\$5

Grades 7 to 12



Typography Basics

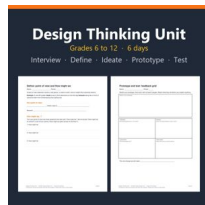
Anatomy, type families, spacing, hierarchy and a one word poster.

\$5

Grades 7 to 12

Process and business

Students work the way real designers and studios do.



Design Thinking Unit

Interview, define, ideate, prototype and test a real school problem.

Grades 6 to 12

\$5

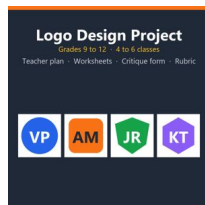


Design for Business: A Guided Brand Project

Client interview to logo, card, social post, flyer and pitch.

Grades 9 to 12

\$7



Logo Design Project

A personal brand from your initials, with a client critique.

Grades 9 to 12

\$4

Software, step by step

Picture guides made in the real apps, so every click is shown.



Photoshop Project: Social Media Post

A 13 step guide, then a post for a new client.

Grades 8 to 12

\$5

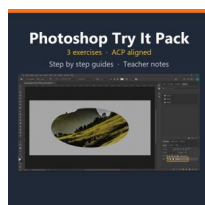


Illustrator Project: Logo with the Shape Builder

A 12 step guide to a scalable vector logo.

Grades 8 to 12

\$5



Photoshop Try It Pack

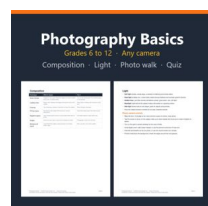
Layers, masks and exporting, aligned to the Adobe certification.

Grades 9 to 12

\$5

Photo, web and video

Media skills students use everywhere: the camera, the web and the edit.



Photography Basics

Composition, light, phone camera controls and a photo walk.

Grades 6 to 12

\$4

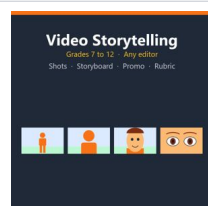


Build Your First Web Page

Hand coded HTML and CSS with starter code.

Grades 7 to 12

\$4



Video Storytelling

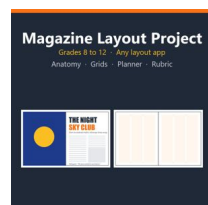
Shots, angles, storyboards and a 30 second promo.

Grades 7 to 12

\$5

Layout and motion

Editorial design, yearbook and moving type.

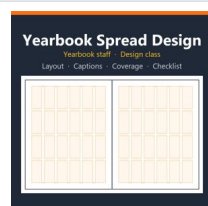


Magazine Layout Project

A two page feature spread with grids and hierarchy.

Grades 8 to 12

\$5

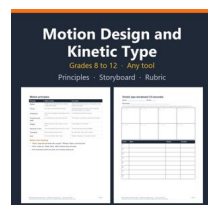


Yearbook Spread Design

Modular layouts, captions, coverage and pre press.

Grades 8 to 12

\$5



Motion Design and Kinetic Type

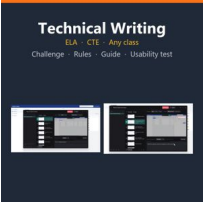
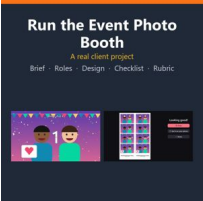
Easing, timing and a 10 second kinetic title.

Grades 8 to 12

\$4

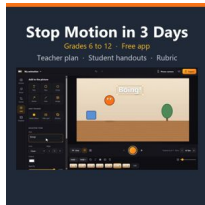
Projects with free apps

Real projects in any subject, using free Oexta apps with no student accounts.

	Make a How To Video Any subject · Free apps Plan · Script · Record · Test · Rubric Script, screen record and test a 60 second tutorial. Uses the free app RipFrame. Grades 6 to 12	\$5
	Technical Writing: Step by Step Guides ELA · CTE · Any class Challenge · Rules · Guide · Usability test The paper airplane challenge, then a real picture guide. Uses the free app Oexta Steps. Grades 6 to 12	\$4
	Run the Event Photo Booth A real client project Brief · Roles · Design · Checklist · Rubric A real client project at a school event. Uses the free app Oexta Booth. Grades 8 to 12	\$5
	Paper Prototype an App UX design · No software Persona · Flow · Wireframes · Testing Persona, user flow, wireframes and usability testing on paper. Grades 6 to 12	\$4

Animation

Movement, timing and storytelling, with free apps that need no student accounts.



Stop Motion in 3 Days

Plan, shoot and share a film with Oexta Stop Motion. Uses the free app Oexta Stop Motion.

\$4

Grades 6 to 12

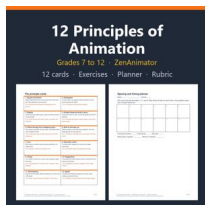


Animation Basics: Flipbook to Frame by Frame

A paper flipbook, then onion skin in ZenAnimator. Uses the free app ZenAnimator.

\$3

Grades 6 to 12



The 12 Principles of Animation

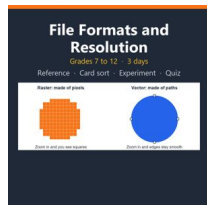
Principle cards and exercises for paper or ZenAnimator. Uses the free app ZenAnimator.

\$5

Grades 7 to 12

The professional side

File types, copyright, critique and careers: what working designers need to know.



File Formats and Resolution

Raster and vector, PPI math, a format guide and a card sort.

Grades 7 to 12

\$4



Copyright, Fair Use and Creative Commons

What students can legally use, with scenarios and attribution.

Grades 7 to 12

\$4

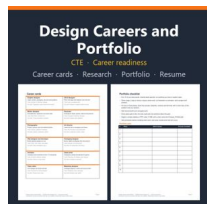


The Critique Toolkit

Four protocols, stems, feedback forms and a rubric.

Grades 6 to 12

\$3



Design Careers and Portfolio

Career cards, research, portfolio plan, resume and interviews.

Grades 8 to 12

\$4

Design across the curriculum

Bring design into history, math and English, or invite those teachers into yours.



Design History: 12 Movements

Movement cards, a timeline, poster analysis and a restyle project.

Grades 8 to 12

\$6

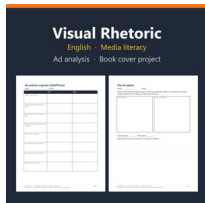


Math in Design

Ratios, scale, resolution, grids and symmetry with answer keys.

Grades 6 to 9

\$5



Visual Rhetoric

Ethos, pathos and logos in ads, and a book cover project.

Grades 8 to 12

\$4