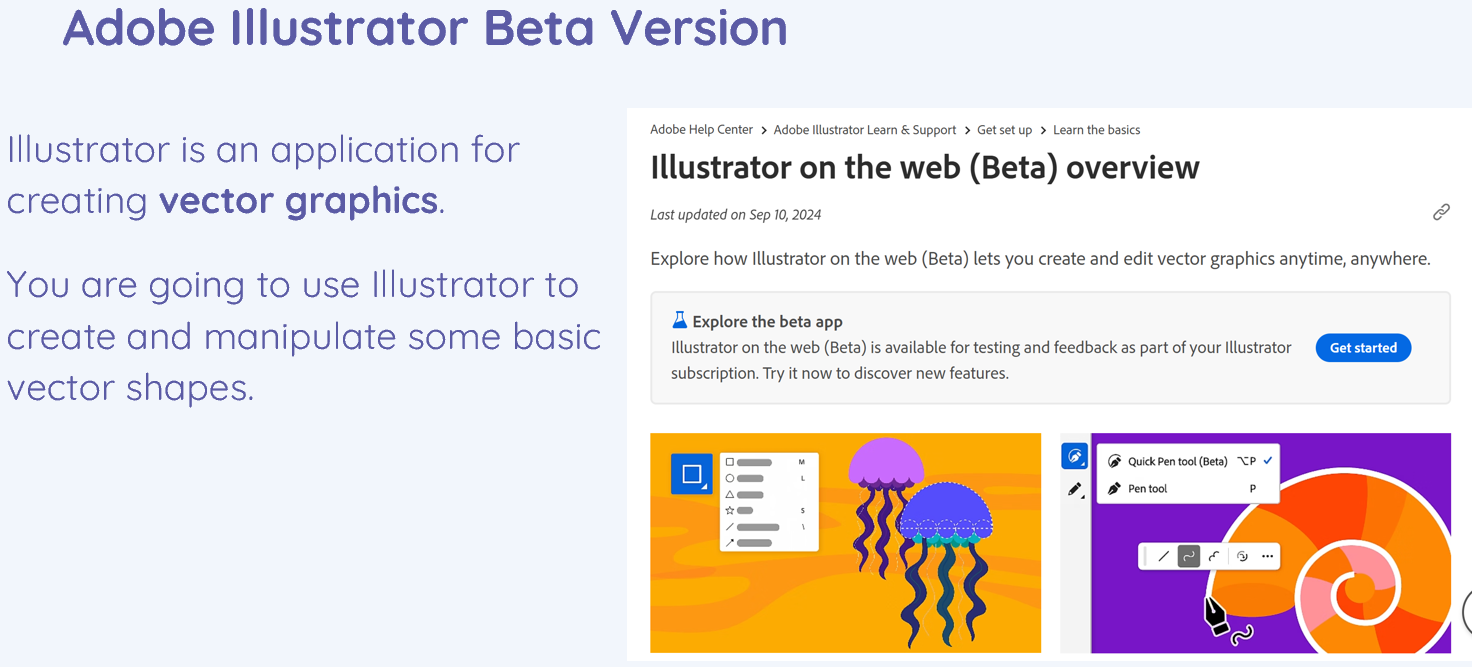
## Section 1: Illustrator (Beta) Practical Skills Lesson1: Get into Shapes Learning objectives

* Use tools to draw and modify shapes
* Change the position and rotation shapes
* Explain how z-order determines what is visible

## Key vocabulary

Vector, fill, stroke, rotate, reposition, z-order, layer, handle



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| A diagram of a red square with green arrows  Description automatically generated | A screenshot of a computer  Description automatically generated |

# Lesson 2: Working with multiple objects

## Learning objectives

* Use tools to align and distribute objects to create uniformity
* Explain how grouping can be used to work with several objects at once
* Combine two shapes using union, intersection, and difference

## Key vocabulary

Object, select, group, ungroup, align, distribute, combine, union, difference, intersection

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|  | A purple and red cartoon character  Description automatically generatedA purple and red cartoon character  Description automatically generated |
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# Lesson 3**:** Paths

## Learning objectives

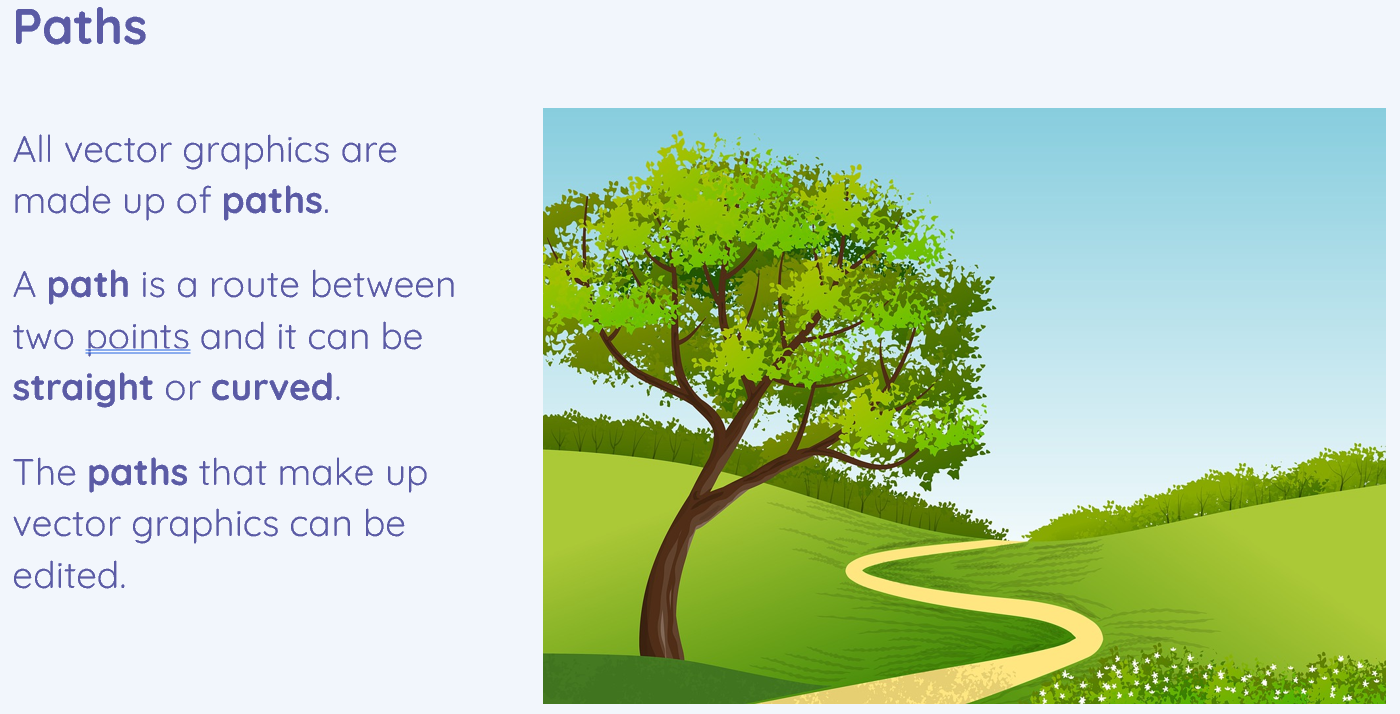
* Explain that vector graphics are made up of paths
* Create and modify straight and curved paths
* Change shapes to paths and edit them

## Key vocabulary

Path, node, freehand, object

A screenshot of a computer

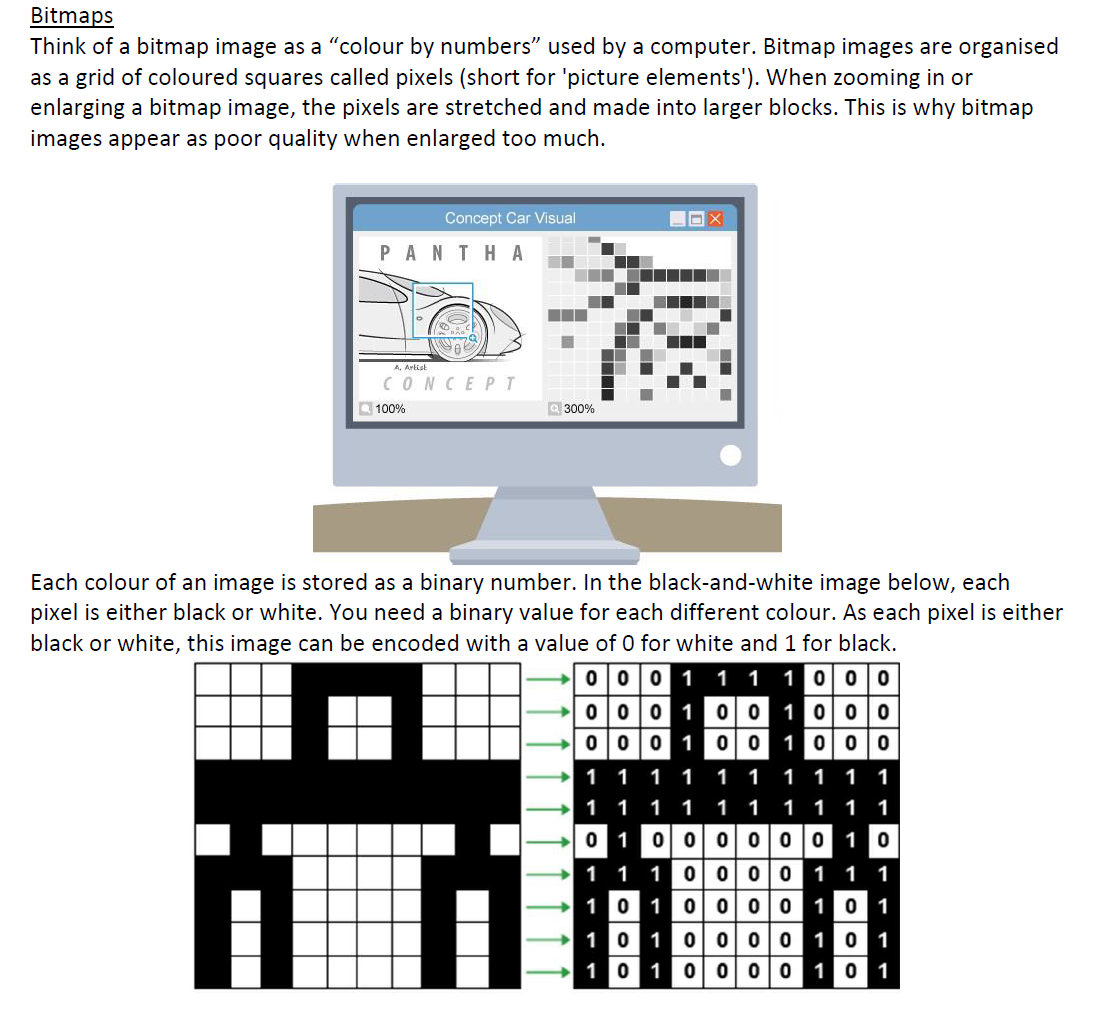
Description automatically generated

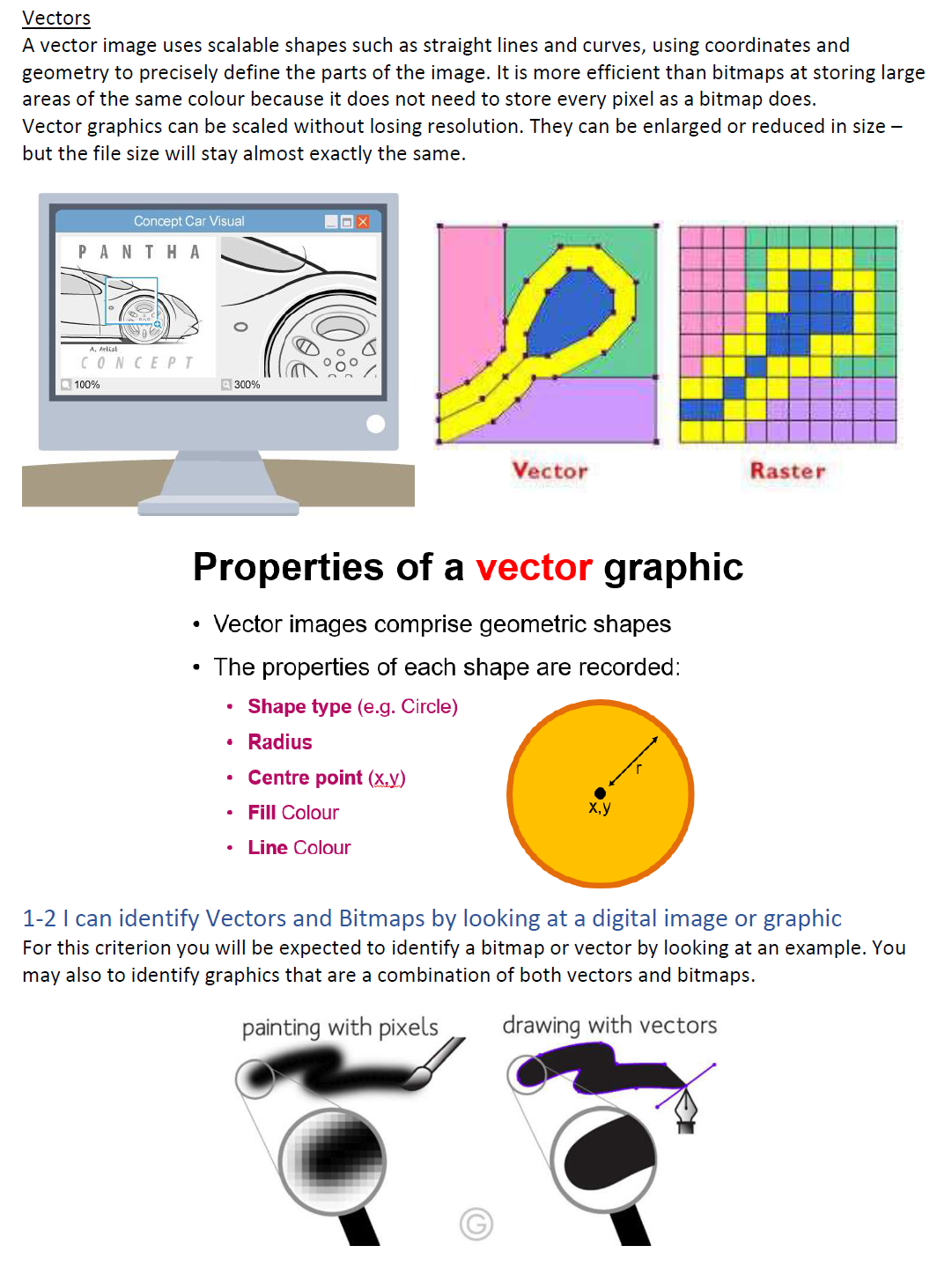


A diagram of a triangle

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Section 2: Bitmap & Vector Theory





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A screenshot of a crossword puzzle

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A blue circles with white text

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