Getting Started with CorelDRAW Graphics Suite X3

General Instruction Sheet

Introduction

Each of the 10 modules in the Getting Started series is comprised of 3 main parts; one or more Lynda.com training videos from the **CorelDRAW Graphics Suite X3** Bonus CD (CD4), worksheets that accompany the video(s) for each lesson to reinforce concepts, and a series of exercises designed to put into practice the concepts introduced in the video(s).

Each lesson should take about 1 hour to complete, including video time. Depending on the proficiency of the students, modules may take more or less time. For each module, the duration of the actual video portion is noted.

The modules should be completed in the recommended order, as knowledge and skills build from basic to more complex concepts throughout the series. Each module is a combination of the following elements:

Part 1: Videos

Instructions on which videos to play for each module are listed at the top of each Practice Sheet.

1.   Insert the Bonus CD, (CD 4)
2.   From the Main Navigation Window, select **Getting Started with CorelDRAW Graphics Suite X3.**
3.   Click on **Main Topic** in the left Navigation Pane.
4.   To watch the videos, click on the **Video Title** in the right pane.

Note: To view the videos, the computer must have QuickTime installed. This application can be downloaded free of charge from www.apple.com/quicktime.

Part 2: Worksheets

Worksheets are provided for each module as companions to the videos. Use the worksheets to help students stay focused during the videos by allowing them to fill them out as the videos progress. Take a few minutes after the videos are finished to allow the students to complete the worksheets. After the worksheets are completed, use the Answer Sheet to help the student correct their work. This is a good time for class discussion or further explanations if necessary.

It is recommended that students complete and correct the worksheets before continuing on to the exercises.

Part 3: Practice Sheets

In addition to instructions on which videos to view, the Practice Sheets will also introduce new concepts required for the exercises that are not included in the video. It is very important that these concepts are reviewed at this point or the student will be missing skills required for the exercises.

The exercises are designed to create a hands on experience using the concepts introduced during the video segment. The exercises are all project based, meaning that students will complete projects as they apply their newly learned skills. The duration of exercises vary based on the length of the videos used. Shorter videos allow for more time with the exercises.

The exercises do not require additional files, as they will be either created from new, or based on existing templates. In developing these exercises, we have assumed that the default installation of **CorelDRAW Graphics Suite X3**, including tutorial files, is on the computer the student will be working on.

The exercises are cumulative. Skills from previous lessons are assumed to be mastered, and are not re-introduced in each lesson.

Printers, an internet connection or removable media (such as diskette) are recommended, though not required, for these lessons. Students will likely wish to print or keep their work during these lessons.

Conclusion

Once all 10 modules are completed, students should have enough knowledge and experience to design most types of projects independently. From here they can continue to explore the features of **CorelDRAW Graphics Suite X3** through additional tutorials or the help files.

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