

ART DEPARTMENT SEQUENCE

Course Title	Length	Meeting Time	Grades
Art 7 Exploratory	Semester	Alt Days	7
Art 8 Exploratory	Semester	Alt Days	8
Introduction to Art (Art 1)	Semester	Daily	9-12
Drawing (Art 2)	Semester	Daily	9-12
Painting (Art 3)	Semester	Daily	10-12
Advanced 2D (Art 4)	Semester	Daily	11-12
Clay and Sculpture	Semester	Daily	9-12
Advanced Clay and Sculpture	Semester	Daily	10-12
Advanced 3D	Semester	Daily	10-12
Studio Art	Year	Daily	11-12
Graphic Design	Semester	Daily	10-12
Digital Photography	Semester	Daily	10-12

ART DEPARTMENT

PHILOSOPHY

The visual arts draw in artistic harmony with the human spirit, the creative self, and the transmission of cultural heritage. The study of art is committed to helping students understand the past, participate creatively in the present, and adapt to the future. It challenges one's self in setting goals, developing knowledge and self-awareness for the betterment of humankind. The visual arts develop creativeness, build self-confidence, and foster individual potential.

STANDARDS

THE STUDENT WILL:

1. Understand and apply media, techniques, and processes related to the visual arts.
2. Know how to use the structures (e.g., sensory qualities, organizational principles, expressive features) and functions of art.
3. Know a range of subject matter, symbols, and potential ideas in the visual arts.
4. Understand the visual arts in relation to history and cultures.
5. Understand the characteristics and merits of one's own artwork and the artwork of others.

Art Therapist	Art Education	Art Museums	Furniture Design
Architecture	Art Dealer	Animation	Museum Curator
Automotive Design	Calligraphy	Cinematography	Police Sketch Artist
Commercial Art	Communication	Computer Animation	Interior Design
Copywriting	Creative Writing	Cosmetologist	Photographer
Costume Design	Cartoonist	Fashion Design	Video Game Design

NUMBER:	123	TITLE:	Introduction to Art (Art 1)
GRADE(S):	9,10,11,12	MEETING TIME	Daily
LENGTH:	Semester	CREDIT:	5 per semester
PREREQUISITE:	This is a prerequisite for all Traditional Art Courses. - Drawing, Painting, Advanced 2D, Clay & Sculpture, Advanced 3D, Studio Art, Graphic Design		

COURSE SUMMARY:

The student will:

1. Explore a variety of art mediums.
2. Organize, develop and create a sketchbook.
3. Exploration of form, light, and perspective in creating art.
4. Work on daily art assignments and projects.
5. Participate in self-assessment of artwork.
6. Participate in group discussion/critiques.
7. Utilize a variety of artistic techniques.

A foundational course in art, this course is designed to expose students to a variety of art techniques and mediums. Mediums and techniques will vary from graphite and charcoal, to acrylic paint, watercolor, and sculpture, as well as printmaking, ceramics, and mixed media.

NUMBER:	132	TITLE:	Drawing (Art 2)
GRADE(S):	9,10,11,12	MEETING TIME	Daily
LENGTH:	Semester	CREDIT:	5 per semester
PREREQUISITE:	Introduction to Art This is a prerequisite for Painting, Advanced 2D, and Studio Art		

COURSE SUMMARY:

The student will:

1. Work with a variety of drawing materials such as: graphite, charcoal, cray pas, pastels, colored pencils, ink, oil pastel, and printmaking.
2. Learn and utilize a variety of drawing methods and techniques.
3. Organize, develop and create a sketchbook.
4. Study Art history, as well as other artists.
5. Research artists to create an informative paper, project, and class presentation.
6. Work on daily art assignments and projects.
7. Participate in self-assessment of artwork.
8. Participate in group discussion/critiques.

A prerequisite for Painting, Advanced 2D and Studio Art, this course will expose the students to the techniques and materials of drawing. The course begins with the foundations of drawing and builds on these concepts as it introduces color theory and composition. We will also explore art history and different experimental techniques with drawing. A sketchbook is required for this class.

NUMBER:	154	TITLE:	Painting (Art 3)
GRADE(S):	10,11,12	MEETING TIME	Daily
LENGTH:	Semester	CREDIT:	5 per semester

PREREQUISITE: Introduction to Art and Painting

This is a prerequisite for **Advanced 2D** and **Studio Art**

COURSE SUMMARY:

The student will:

1. Work with a variety of painting materials such as: tempera, acrylic, watercolor, ink and printmaking.
2. Learn and utilize a variety of painting methods and techniques.
3. Organize, develop and create a sketchbook.
4. Study Art history, as well as other artists.
5. Research artists to create an informative paper, project, and class presentation.
6. Work on daily art assignments and projects.
7. Participate in self-assessment of artwork.
8. Participate in group discussion/critiques.

A prerequisite for Advanced 2D and Studio Art, this course will expose the students to the techniques and materials of painting and color theory. The course begins with the foundations of drawing and builds on these concepts as it takes color theory and composition deeper in depth. We will also explore art history and different experimental techniques with drawing. A sketchbook is required for this class.

NUMBER:		TITLE:	Advanced 2D (Art 4)
GRADE(S):	11, 12	MEETING TIME	Daily
LENGTH:	Semester	CREDIT:	5 per semester

PREREQUISITE: Introduction to Art, Drawing, and Painting

This is a prerequisite for **Studio Art**

COURSE SUMMARY:

The student will:

1. Organize, develop and create a sketchbook.
2. Develop and explore advanced art techniques in drawing and painting.
3. Expand on compositional theory and further critical thinking processes.
4. Beginning exploration into sculpture.
5. Study famous artists.
6. Develop design and problem solving skills.

This class will allow students to focus on a variety of mediums (drawing and painting), while learning more advanced techniques. Emphasis is on independent, creative problem solving, portfolio development, critique, and originality in work. A sketchbook is required for this class.

NUMBER:	141	TITLE:	Clay & Sculpture
GRADE(S):	9,10,11,12	MEETING TIME	Daily
LENGTH:	Semester	CREDIT:	5 per semester

PREREQUISITE: Introduction to Art

This is a prerequisite for **Advanced 3D** and **Studio Art**

COURSE SUMMARY:

The student will:

1. Demonstrate effective handling of a variety of materials.
2. Create projects of the three dimensional nature.
3. Study sculptors and their techniques.

The primary focus of this class is three-dimensional design. We will be working with clay, plaster, cardboard, paper, and other varieties of mixed media materials. Students will also explore famous sculptors and sculpture history. **This course is a prerequisite for Advanced 3D and Studio Art.** There will be an internet research project, paper, and class presentation to complete the semester.

NUMBER:	145	TITLE:	Advanced 3D
GRADE(S):	10,11,12	MEETING TIME	Daily
LENGTH:	Semester	CREDIT:	5 per semester

COURSE SUMMARY: The student will:

1. Demonstrate independent and elevated handling of a variety of materials.
2. Create projects of the three dimensional nature.
3. Experiment with new materials and processes.
4. Study sculptors' techniques and sculpture history.
5. Complete research on a selected sculptor with a class presentation.

The primary focus of this class is advanced three-dimensional design. Students will be expected to work more independently on given projects as well as their own personal exploration and portfolio pieces. They will also learn the potter's wheel. There will be an internet research project, paper, and class presentation to complete the semester.

NUMBER:	161/162	TITLE:	Studio Art
GRADE(S):	11, 12	MEETING TIME	Daily
LENGTH:	Year	CREDIT:	5 per semester

PREREQUISITE: Introduction to Art, Drawing, Painting, Clay & Sculpture

COURSE SUMMARY:

The student will:

1. Explore a variety of individually tailored methods and materials.
2. Create a personal portfolio of work based on individual exploration.
3. Develop artistic knowledge and verbal skills through class critiques
4. Explore artistic theory and develop further understanding of composition and color theory.

This class offers a more individualized program with advanced work. Second semester is more individually tailored to suit student needs. This is an opportunity to experience unexplored mediums, methods, and themes. The goal is to develop a body of works strong in artistic development that is contest and show ready. Portfolio development course.

NUMBER:	170	TITLE:	Graphic Design
	172		Advanced Graphic Design
GRADE(S):	10, 11, 12	MEETING TIME	Daily
LENGTH:	Semester	CREDIT:	5 per semester

PREREQUISITE: Introduction to Art

COURSE SUMMARY:

The student will:

1. Learn and utilize computer software to solve creative and artistic problems.
2. Develop design skills and vocabulary.
3. Learn to edit and improve photos and images.
4. Solve a series of design problems both with the aid of computer and physical materials.
5. Create final projects such as posters, magazine layouts, album covers, or business stationary.
6. Create a solely artistic art project with the aid of a computer.

This class will begin to teach computer aided design techniques and language for use in the graphic arts field. Students develop problem-solving skills while acting as designers working for a "client". They will develop projects to suit given outcomes and directives. Students will also learn to accomplish such design techniques utilizing physical elements as well as computers. Students may be assessed fees for larger projects.

NUMBER:	171	TITLE:	Digital Photography
GRADE(S):	10, 11, 12	MEETING TIME	Daily
LENGTH:	Semester	CREDIT:	5 per semester
PREREQUISITE:	No Prerequisite.		

COURSE SUMMARY:

The student will:

1. Understand technical and aesthetic differences between traditional and digital photography.
2. Make informed choices about composition when photographing and editing digital images.
3. Develop knowledge in design concepts for Digital Media.
4. Develop an understanding and knowledge in Digital Media.
5. Analyze and discuss complex ideas in works of art.
6. Create original works of art of increasing complexity and skill that reflect their feelings and point of view.
7. Demonstrate proper camera and digital processing techniques in production of a work of art using editing software.

Introduces the aesthetic and technical theories and techniques of digital photography. Topics include camera and lens operation, memory cards, file formats, exposure, white balance, composition, lighting, creativity, image editing software and output, and basic image editing and correction techniques. Students begin to develop a personal photographic style. Course strongly encourages a digital camera but is not required. Students may be assessed a printing fee for some projects.