

DRAWING, PAINTING AND 2-DIMENSIONAL DESIGN II

LENGTH OF TIME: one semester everyday for 90 minutes

GRADE LEVEL: 9-12

COURSE STANDARDS:

Students will:

1. Explore an overview of Photo-realism and make connections to American culture and society of the 1970's. National Visual Art Content Standard 4; PA Academic Standard 9.2.12 D
2. Explore basic painting techniques used by the Photo-realistic artists and painters. National Art Content Standards 1, 2; Pennsylvania Academic Standard for Arts and Humanities 9.2.12 B, 9.2.12 D
3. Apply mathematical techniques used by the Photo-realistic artists and painters to create a work of art. National Art Content Standard 4; Pennsylvania Academic Standard for the Arts and Humanities 9.1.12f
4. Understand the concepts of grid systems, their connection to the Renaissance; and how these concepts apply to the creation of a portrait.; National Visual Art Content Standard 4; Pennsylvania Academic Standard for the Arts and Humanities 9.1.12 F
5. Explore photo-Realistic still life and the artists who created them. National Visual Art Content Standard 3; Pennsylvania Academic Standard for the Arts and Humanities 9.3.12A, 9.3.12B, 9.3.12E
6. Learn how to critique and evaluate works of art. National Visual Art Content Standard 1; Pennsylvania Academic Standard for the Arts and Humanities 9.3.12A-G
7. Critique their work and the work of others. National Visual Art Content Standard 1; Pennsylvania Academic Standard for the Arts and Humanities 9.1.12 A
8. Learn the elements and principles of design and how to apply them to design, drawing, painting, and digital artwork. National Visual Art Content Standard 1; Pennsylvania Academic Standard for the Arts and Humanities 9.1.12 J
9. Learn how to incorporate the concepts of grid systems into digital art. National Visual Art Content Standard 1; Pennsylvania Academic Standard for the Arts and Humanities 9.1.12 J
10. Use digital media to produce a work of art related to Photo-realism. National Visual Art Content Standard 6; Pennsylvania Academic Standard for the Arts and Humanities 9.1.12 J
11. Use technology for research and presentations. National Content Standard 6; Pennsylvania Academic Standard for the Arts and Humanities 9.1.12 J

RELATED PA ACADEMIC STANDARDS FOR ARTS AND HUMANITIES

- 9.1 Production, Performance and Exhibition of Dance, Music, Theatre and Visual Arts
 - A. Elements and principles in each Art Form
 - F. Historical and Cultural Production, Performance and Exhibition
 - J. Technologies in the Arts
- 9.2 Historical and Cultural Contexts
 - B. Chronology of Works in the Arts

- D. Historical and Cultural Perspectives
- 9.3 Critical Response
 - A. Critical Processes
 - B. Criteria
 - C. Classifications
 - D. Vocabulary for Criticism
 - E. Types of Analysis
 - F. Comparisons
 - G. Critics in the Arts

NATIONAL VISUAL ARTS STANDARDS:

1. Understand and apply visual arts media, techniques and processes.
2. Use knowledge of visual arts structures and functions.
3. Choose and evaluate a range of subject matter, symbols and ideas.
4. Understand the visual arts in relation to history and cultures.
5. Reflect upon and assess the characteristics and merits of their work and the work of others.
6. Make connections between visual arts and other disciplines.

PERFORMANCE ASSESSMENTS:

Students will demonstrate achievement of the standards by:

1. Demonstrating the ability to think and respond creatively (Course Standard 1,2,3)
2. Demonstrating the ability to respond critically to work of art, in writing and orally, using the critical analysis format (Course Standard 1,5,6,7);
3. Developing art works that are sculptural in nature that include subtractive and additive concepts (Course Standard 2,3,4);
4. Demonstrating the ability to meet all expectations, criteria, and objectives for each lesson at a proficient level (Course Standard 2,3,4);
5. Demonstrating excellent craftsmanship and precise technical skills (Course Standard 2,3,4);
6. Developing a vocabulary related to sculptural processes and their properties as applicable in each unit of study (Course Standard 1,5,6,7);
7. Demonstrating manipulative and organizational skills in art performance appropriate for his or her level (Course Standard 2,3,4,5);
8. Applying knowledge of art criticism aesthetics, studio, and art history in the creation and discussion of the artwork (Course Standard 1,5,6,7);
9. Maintaining a portfolio of work completed for each unit of study (Course Standard 2,3);
10. Completing self-assessment (performance, creative growth and development, problem solving ability, and craftsmanship of work) (Course Standard 1,7,8,11)
11. Participating in additional assessments will include quizzes, tests, class work, homework, journals, class participation, and teacher observation/assessment (Course Standard 1,7,8,11,12);
12. Demonstrating effective use of class time (Course Standard 9).

DESCRIPTION OF COURSE:

This course provides an opportunity for students to continue building upon their basic skills and knowledge of drawing, painting, and computer techniques used in the production of two dimensional art. The course will focus on refining and advancing those basic skills through a series of projects that challenge the student's current skill-set, along with requiring the student to view their work through critical thinking and self-reflection.

TITLES OF UNITS:

1. Introduction to Intermediate Drawing Concepts- Drawing Strategies- 2 weeks
2. Introduction to Intermediate Drawing Concepts- Value- 2 weeks
3. Introduction to Intermediate Drawing Concepts- Life Drawing- 2 weeks
4. Introduction to Intermediate Drawing Concepts- Texture- 2 weeks
5. Introduction to Intermediate Painting Concepts- Portraiture- 4 weeks
6. Introduction to Intermediate Painting Concepts- Still Life- 4 weeks
7. Introduction to Printmaking Concepts- Printmaking Basics - 4 weeks

SAMPLE INSTRUCTIONAL STRATEGIES:

1. Problem solving tasks
2. Critical thinking
3. Research activities
4. Writing activities
5. Cooperative learning activities
6. Peer coaching
7. Peer critique and assessment
8. Computer assisted learning
9. Discussions and brainstorming
10. Demonstration and instruction

MATERIALS:

1. Teacher made resources – handouts, PowerPoint's, slides
2. Student made resources
3. Videos
4. Books
5. On-line galleries and museums
6. Computer programs- Current Adobe Photoshop CS
7. Applicable computers that will support software and student work.
8. Printing Making Press
9. Various drawing and painting materials; watercolor paint, gouache paint, canvas, drawing pencils, erasers, drawing paper, acrylic paint, markers, rulers, brushes, masking tape, printing ink, printing paper, and printing plates (various materials).

METHODS OF ASSISTANCE AND ENRICHMENT:

1. Guest speakers
2. High school gallery exhibits
3. Field trips

METHODS OF EVALUATION:

1. Teacher assessment- formal and informal
2. Student assessment- self and peer
3. Class critiques
4. Worksheets/checklists
5. Individual projects
6. Group projects
7. Rubrics
8. Test/quizzes

INTEGRATED ACTIVITIES:

-Reading activities will focus on artists, techniques, processes, in addition to various art history movements.

-Writing activities will include critiques, reports and artist's statements.