

Art II: Developing Ideas in Media

Grades 10, 11,12

1 Credit

Prerequisites: *Art I: Foundations of Studio Art*

This course is the second in a four year Studio Art Program and challenges students who continue at this level to refine their skills in fine arts media and creative problem solving. These problems become increasingly complex and require students to draw upon knowledge of both traditional and contemporary art from diverse cultures. Works of art that reflect a personal aesthetic and exhibit breadth and quality, become the basis for a cumulative portfolio including a sketchbook/journal.

Art II: Developing Ideas in Media (G/T)

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Prerequisites: *Art I: Foundations of Studio Art and Portfolio Review*

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Developmentally Appropriate Entry Level Skills

These are required for successful participation in *Art II:Developing Ideas in Media* and are the culminating artistic behaviors from *Art I: Foundations of Studio Art*.

- Recognize the difference between philosophies of art: formalism, emotionalism, and imitationalism in making critical judgments.
- Develop a working knowledge of various cultural exemplars, the context in which master artists worked and influences upon them.
- Employ appropriate health and safety precautions.
- Apply various conceptual and technical approaches to media.
- Effectively design and compose space.
- Maintain a cumulative portfolio and sketchbook/journal of class work and related experiences.

**Course Goal:
for RESPONDING**

Develop an ability to adapt and refine approaches to critical and creative thinking through effective response to artists, cultures and the environment.

Objectives:

1. Analyze ways artists and other cultures find and interpret ideas through problem solving.
2. Apply sophisticated perceptual skills to explain a viewpoint by suggesting alternatives, looking for details, and generating new ideas as a result of referring to the masters and their works
3. Analyze and choose technical processes that best suit the problem.
4. Reflect upon ideas to defend the best solution for making an art object.

**Course Goal:
for EXPRESSING**

Develop an ability to show ways a personal aesthetic viewpoint evolves by choosing appropriate conceptual strategies and artistic techniques in making two and three-dimensional artwork which reflects artists, culture, and the environment

Objectives:

1. Refine and apply creative thinking skills to demonstrate ways artists and cultural images may be combined to produce works of art.
2. Select appropriate tools and techniques to develop sophisticated personal responses to art problems.
3. Design and render compositions that reflect a personal aesthetic.
4. Adapt and utilize images and design symbols as icons for use as metaphors, analogies and allegories.
5. Demonstrate an understanding of ways to assess personal development through the maintenance of a portfolio.

Art Discipline Objectives:

- Drawing:** Work from life to represent the human figure/portrait with direct light sources to create the illusion of volume in responsive ways.
- Painting:** Incorporate the techniques of the masters to represent still life, portraiture, interiors and the landscape.
- Printmaking:** Apply multiple processes on and off the press to make prints and print series based on personal imagery from sketchbooks and master art works.
- Crafts:** Apply contemporary and unique approaches to traditional craft forms to create a personal statement.
- Sculpture:** Select an appropriate technique to work from life in depicting natural or human made forms in singular and complex relationships.

Culminating Artistic Behaviors

- Produce work from observation with technical authority and responsiveness to the subject.
- Adapt and apply approaches used by master artists and in various cultural exemplars.
- Verbalize an aesthetic viewpoint using appropriate vocabulary and processes.
- Translate metaphors used by artists and invent new symbols from the environment for use in works of art.
- Maintain a cumulative portfolio and sketchbook/journal of class work and related experiences to document the development of ideas and skills.