



Drawing and Painting 2014-2015

Course Description:

Drawing is basic! This means no matter which art course is selected, drawing is a necessity! It is understood that drawing is done in tones of gray with graphite and other gray media. When color is introduced, the result is called painting. Painting is integrated within various drawing assignments and also taught separately. Students draw and paint various projects not only from memory, but also realistically, from observation, and expressively. This class allows the students time to develop and refine their acquired art skills and knowledge. Active art research is used to engage the students using a variety of technologies. A comparison between existing and emerging contemporary technologies sparks creative inspiration and understanding of studio work as well as its aesthetics, criticism and history. Various art styles, periods and artists will be introduced with the corresponding assignments. Assignments may include drawing and painting with graphite, color pencils, pastels, watercolors, markers, pen & ink, and various paint media. Students may be charged for expensive papers, illustration boards and/or stretched canvas. This course satisfies the PA Arts and Humanities Standards. This is a FULL YEAR CLASS. This course is a pre-requisite for PORTFOLIO PREPARATION.

Course Content:

Students learn that the visual language of art is a means by which to express the personal world, ideas, and emotions. Students use available resources, tools and technologies to influence the way in which they, as an artist, express their ideas. Students explore the universal themes of human existence addressed in great art. All visual art is composed of key elements – line, shape, form, value, color, texture, and space. Students learn how to artistically manipulate these elements by utilizing the art principles of balance, unity, contrast, emphasis, pattern, movement and rhythm in their composition, layout, lighting, perspective, and three-dimensional rendering. During the course, students learn to draw and paint realistically, from real life observation, and expressively. Since practice is the only way an individual may excel at an art skill, this class allows the students time to practice their acquired art skills and knowledge. Students explore a variety of media while completing 3-4 studio projects during a marking period. Perspective, composition/layout, lighting and three-dimensional form rendering will be studied to improve drawing skills. This course will also concentrate on a variety of painting techniques and materials. Painting will be integrated with various drawing assignments and also taught separately. Materials, such as watercolors, acrylics, airbrush, charcoal, and ink, will be explored, however, most of the assignments will incorporate pencil or graphite. Through use and discovery, students gain familiarity with the art problem solving process. Students learn how to artistically manipulate the art elements (line, shape, form, color, value, texture and space) by utilizing the art principles of balance, unity, contrast, emphasis, pattern, movement and rhythm in their composition, layout, lighting, perspective, and three-dimensional rendering. Students engage in active art research while utilizing emerging technologies. The comparison between

existing and contemporary technologies sparks creative inspiration and understanding of studio drawing and painting work as well as its aesthetics, criticism and history.

Studio Projects may include but may not be limited to:

- portraiture
- figure study
- still life
- landscape
- nature study
- drawing from observation
- abstract and/or expressive studies

Materials may include but may not be limited to:

- graphite
- pencil
- colored pencil
- marker
- watercolor
- acrylic
- airbrush
- charcoal
- pastels
- ink

Students may be charged for expensive substrates such as illustration board and canvas.

Required Textbooks and/or Other Reading/Research Materials

The drawing textbook guides student understanding of studio work as well as aesthetics, criticism and history of drawing.

Creating and Understanding Drawings by Gene A. Mittler and James Howze.
Glencoe, 1989.

Students will use, but will not be limited to, the following reference materials:

Various drawing and painting books
Various art magazines and publications
Various web links
Teacher generated handouts
Teacher generated visual aides

Course Requirements:

Students are expected to:

- Complete
 - Projects as per deadlines
 - Sketchbook Assignments (Documentation of idea progression)
 - In-Class reading of various art magazines and publications

- Engage in
- Class work, discussions, critiques, & games
 - Personal expression exploring various media
 - Discovery using the visual art problem solving process
 - Practice to refine art skills and knowledge
 - Research and inquiry for learning and growth
 - Review, refine, revise and edit work
 - Comparing and contrasting their work with master artists
 - Personal Responsibility for missed work in the event of an absence.
- Please refer to the policy in the student handbook for timelines to make up missed work and tests.

- Display
- Proper classroom behavior
 - Proper use and care of materials and studio
 - Proper citizenship and respect of teacher and peers

Grade Components/Assessments:

- 60% Projects: Project Assignment Grades & Reports
- 30% Problem Solving: Summative Assessments including Demonstration to Reflect, Troubleshoot, and Resolve various Assigned Tasks and Problems; Class Participation; In-Class computerwork on Projects; Time Management; Work Ethic; Safe and Proper Usage of Art Materials while working projects
- 10 % Other Assessments: Formative Assessments including Homework Assignments, Sketch Assignments, Research, Critiques, Games, Tests

Project Rubric points will vary per project and will include but not be limited to the following categories:

- Creativity (merging of idea origination, related research, material usage and technique)
- Visual Impact (the finished project's presentation and "WOW" factor)
- Content (how the student utilized the art structures and elements, within the project, as well as the creative endeavor and the assigned elements)
- Craftsmanship, (quality of the project execution and presentation)

Each marking period is worth 20% of a student's overall grade. The final is worth 20% of a student's overall average:

Quarter 1	20%
Quarter 2	20%
Quarter 3	20%
Quarter 4	20%
Final	20%

Required Summer Reading/Assignments:

NONE