

AR 9160 : Art II: Digital Media and Design

Art II: Digital Media and Design students will develop and explore skills and techniques for problem-solving digital design tasks, such as 2-D and 3-D imaging and printing, restorative and altering digital images, graphic design, and integration into other art media. Using the artistic and design process, emphasis will include approaching the computer as a creative and practical tool using contemporary programs, media, and techniques. Imaging applications, such as Photoshop, will be explored for fine art and design experiences. Students will understand how the history and function of technology has dramatically changed the way society creates and perceives the arts. Visual arts technology-based careers, such as an animator, modeler, technician, or arts director, will be explored through a historical and contemporary lens. Students will build and maintain digital portfolios documenting their artistic growth throughout the course. Students develop visual literacy and appreciation for art through written, visual, and verbal expression. Students will also explore public art and copyright fundamentals in the field of digital art, as well as participate in various art shows.

Subject Area

Art

Credits 1

Years 1

Level

High School

Grades

9

10

11

12

Prerequisite Courses

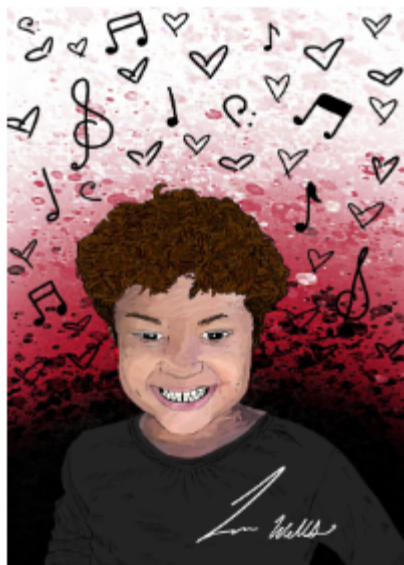
AR 9120

Storyboard

Essential Questions: What Are the Big Issues About Art? How and Why Do We Make Art? How Does Art Relate to History and Culture? How Do We Respond to Works of Art? How do We Use New Media to Create Works of Art?

| Unit | QUARTER 1 | QUARTER 2 | QUARTER 3 | QUARTER 4 |
|--------------------------|---------------------------------|--------------------------------------|---|----------------------------|
| Title and Quarter | Artist's as Technology Creators | Cultural Identity to Build Community | Diverse Perspectives and Digital Responsibility | Real World Application and |

Image
Cue



Focus of
the
Story

We begin by starting our journey by discussing how people make art and use digital tools. We look to this as a foundation of the purpose of our journey in the art classroom developing ourselves as artists in the technology field. We use the creative process to start to utilize these tools to experiment with various new media forms.

Once we understand the beginning steps, we can start to shift our focus on how art reflects our personal and shared identities through use of new media. We can look at our relationships with our community and cultural backgrounds to build the foundation on the importance of technology based art and its history.

Now, we can move into understanding and developing an appreciation of the diverse values of others. Receiving and articulating ideas based on personal perspective and interpretation of ideas. We can look at the development of such new media tools to guide us to build our foundation of knowledge and share our learning with our community.

Finally, we can explore how to transform our ideas and be innovative with our. Allowing ourselves to take healthy risks through applied design. We can reflect on our background and share our with others to build upon ideas in an art community. We can use of technology arts to prepare career ready opportunities.

Transfer
Goals

The Creative Process

Apply creative process through inquiry, investigation, generating ideas, testing solutions, refining, and reflecting on process and product while developing a personalized portfolio exhibiting original voice and vision as an artist.

Critical Thinking & Communication

Understands and develops an appreciation that art can have diverse values, meanings, and definitions while recognizing multiple responses and perspectives. Effective at receiving and articulating ideas using appropriate vocabulary and communication when responding to works of art. Able to work independently and collaboratively.

Critical Thinking & Communication

Understands and develops an appreciation that art can have diverse values, meanings, and definitions while recognizing multiple responses and perspectives. Effective at receiving and articulating ideas using appropriate vocabulary and communication when responding to works of art. Able to work independently and collaboratively.

Techniques & Application

Able to transfer and apply knowledge of artistic skills and techniques while developing ideas for creative expression through a variety of media.

Learning
Targets

Techniques & Application Able to transfer and apply knowledge of artistic skills and techniques when developing ideas for creative expression through a variety of media.

History/Culture/Citizenship: Explore and understand historical influences of art through the work of self and others while cultivating an awareness that art is a reflection of time, place and culture. Students identify and interact with art as a community member and citizen, developing a lifelong engagement with art as a supporter, advocate, creator, and informed viewer.

History/Culture/Citizenship: Explore and understand historical influences of art through the work of self and others while cultivating an awareness that art is a reflection of time, place and culture. Students identify and interact with art as a community member and citizen, developing a lifelong engagement with art as a supporter, advocate,

Innovation in the Arts Understands and applies the artistic process while solving skills, current and emerging technologies while making connections to visual arts careers.

As an artist, I can:

As an artist, I can:

As an artist I can:

As an artist, I can:

Apply creative thinking to digital original artistic works and generate ideas for works of art through exploration and inquiry.

Analyze, interpret, and evaluate digital artwork and communicate well-supported and persuasive interpretations of still and/or moving digital media using appropriate terminology

Understand digitally diverse historical and cultural influences of art and identify diverse historical and contemporary artists and artworks including the value, roles, and reasons for creating art from various perspectives

Describe various digital art forms that connect to postsecondary educational and career opportunities and demonstrate innovative design process:

Select programs, media, and processes of personal interest and communicate a personal style and point of view in artwork.

Identify and apply a creative process to develop ideas and digital artwork and refine and edit original works of art,

Communicate and express an idea, and expand the use of a digital process art portfolio to include research, inquiry, preliminary sketches, completed works, critical writings, and reflections and select, prepare, and submit works of art for exhibition.

Identify common characteristics of works of art and design that are presented as a series or sequence and describe, analyze, interpret, and evaluate personal, peer, and professional works of art and design expand on constructive approaches to critique such as in-progress (formative), self-reflective, and summative.

Identify ways digital art can be used to address community needs.

Examine and discuss social, political, economic, and cultural factors that influence works of art and design and investigate how art and design can be viewed from a variety of personal, cultural, and historical perspectives.

Demonstrate personal responsibility for the care and safe use of shared spaces and art equipment: and apply communication and collaboration skills in the digital art studio.

Identify the ways in which skills are used in various in generate creative solutions the design process, and co a team to produce a final d client.

Identify how digital media technology tools can be us edit and present works of c explore new technology me techniques for the producti use new technology in the or production of an artwork

Interpret a subject and app of digital art/design history development of their perso