AR 9140: Art II: 2D Approaches

The course is designed for students interested in developing more sophisticated skills in working with two-dimensional art media, to include painting, drawing, digital design, printmaking, and mixed-media. The application of these media to three-dimensional art forms is also examined. The standards and objectives are organized into five specific content strands: Creative Process; Critical Thinking and Communication; History, Culture, and Citizenship; Innovation in the Arts; and Technique and Application. In addition to work in class, students develop a portfolio of artwork and participate in various art shows. Students develop visual literacy and appreciation for art through written, visual, and verbal expression. Students will also explore career options, public art, and copyright fundamentals in the field of art and are expected to participate in various art shows.

Subject Area

Art

Credits 1

Years 1

Level

High School

Grades

9

10

11

12

Prerequisites

Art I: Foundations

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?

Unit QUARTER 1

Title and Artist's as Creators

QUARTER 2
Connections

QUARTER 3

Relationships and Perspectives

QUARTER 4







Image Cue

Story

We begin by starting our journey by discussing how people make art and use visual tools and the creative process. We look to this as a foundation of the purpose of our journey in the art classroom.

Once we understand the beginning steps, we can start to shift our focus on how art reflects our individual and shared identities. We can look at personal connections of community and cultural backgrounds to build the foundation and share our message with others.

Now, we can move into understanding and developing an appreciation of the diverse values of others. Receiving and articulating ideas based on personal preference. We can look at personal relationships to build the foundation and share our perspectives.

Finally, we d allows us to our ideas ai can reflect and share o others to bu grow as an

The Creativ

Apply creat inquiry, inve generating solutions, re reflecting o product whi personalize exhibiting o vision as ar

Techniques to transfer a knowledge techniques ideas for cr through a va

Innovation i Understand artistic prod solving skill emerging to making con arts careers As an artist

Identify and process to 2D artwork

Refine and of art and c express an

Expand the to include re preliminary completed writings, an

Combine tra nontradition create work

Explore nev tools, and to production

Use new ted developmer an artwork.

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.

Goals

Critical Thinking & Communication Transfer 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.

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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 Techniques & Application Able to transfer and 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 expression through a variety of media. supporter, advocate,

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.

apply knowledge of artistic skills and techniques when developing ideas for creative

As an artist, I can:

Generate ideas for works of art through exploration and inquiry

Select materials, media, and processes of Identify common characteristics of works of art and personal interest

Learning

Targets

Communicate a personal style and point of view in artwork.

Demonstrate personal responsibility for the care and safe use of shared spaces and art materials while applying communication and collaboration skills in the art studio.

As an artist, I can:

Communicate well-supported and persuasive interpretations of drawings, paintings and prints using Identify diverse historical and contemporary appropriate terminology

design that are presented as a series or sequence

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 that 2D art can be used to address community needs

As an artist I can:

artists and artworks

Examine and discuss social, political, economic, traditional p and cultural factors that influence works of art and design,

Investigate how art and design can be viewed from a variety of personal, cultural, and historical perspectives

interpret a subject and apply knowledge of 2D art/design history to the development of their personal style