AR 9145 : Art II: 3D Approaches

The course is designed for students interested in developing more sophisticated skills in working with three-dimensional media. The uses of drawing, painting, and digital design, especially as they apply to three-dimensional art forms, are 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 Title and Quarter	QUARTER 1	QUARTER 2	QUARTER 3	QUARTER 4
	Visual Spaces	Connections	Community	Innovation and Imagi
Image Cue				
Focus of the Story	We begin by starting our journey by discussing how people make art and use visual tools in their visual spaces. We look to this as a foundation of the	Once we understand the beginning steps, we can start to shift our focus on how art reflects our individual and shared identities. We can	Now, we can move into investigating the various ways artists explore and connect with	Finally, we can explor allows us to be innov our ideas and approac can reflect on our bac

The purpose of our journey in the art classroom and exploring 3D approaches in artmaking.

look at personal connections of community and cultural backgrounds to build the foundation and share our stories.

their community. We can look at personal and cultural connections to build the foundation and share our relationships.

and share our stories... others to build upon i... grow as an art comm...

The Creative Process

Transfer Goals	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. 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,	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. Techniques & Application Able to transfer and apply knowledge of artistic skills and techniques when developing ideas for creative expression through a variety of media.	Techniques & Applica... to transfer and apply knowledge of artistic techniques when dev... ideas for creative exp... through a variety of m... Innovation in the Arts Understands and app... artistic process, prob... solving skills, current emerging technologie... making connections... arts careers.
Learning Targets	As an artist, I can: Generate ideas for works of art through exploration and inquiry and select materials, media, and processes of personal interest Communicate a personal style and point of view in artwork. Communicate well-supported and persuasive interpretations of sculpture, ceramics, and craft objects using appropriate terminology Identify common characteristics of works of art and design that are presented as a series or sequence, Describe, analyze, interpret, and evaluate personal, peer, and professional works of art and design and expand on constructive approaches to critique such as in-progress (formative), self-reflective, and summative.	As an artist, I can: Examine definitions of art using aesthetic theories to discuss differences in perspective such as Formalism, Emotionalism, Immitationalism, Instrumentationalism, Explain the difference between informed judgments and personal preference when discussing works of art and design Explore the relevant value and function of various 3D art forms. Explain the difference between an original idea that draws inspiration from other sources and copying works Unethically Demonstrate appropriate use of planning and resources to create original works of art.	As an artist I can: Identify ways that 3D art can be used to address community needs. Demonstrate proficiency, skill, and control in the use of 3D media and techniques. Combine traditional and nontraditional 3D media to create works of art. Interpret a subject and apply knowledge of 3D art/design history to the development of their personal style.	As an artist, I can: Employ elements of a... principles of design t... effectively communic... intended meaning in... of art and design. Use a variety of techn... such as positive and... space, mass, scale a... to create occupied an... unoccupied space in... art. Expand on observatio... to create expressive a... meaningful 3D design... are inspired by variou... sources. Identify how digital m... technology tools can... to create, edit, and pr... works of 3-D art