



VIRGINIA BEACH CITY PUBLIC SCHOOLS
CHARTING THE COURSE

Department of Teaching & Learning
Parent/Student Course Information

Art II: 3D Approaches
(AR 9145)
One Credit, One Year
Grades 9-12

Counselors are available to assist parents and students with course selections and career planning. Parents may arrange to meet with the counselor by calling the school's counseling department.

COURSE DESCRIPTION

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.

PREREQUISITE

Art I: Foundations

OPTIONS FOR NEXT COURSE

Art II: 2D Approaches; Art III: Advanced Studio; Advanced Placement Drawing; Advanced Placement 2-D Art and Design Portfolio; and Advanced Placement 3-D Art and Design.

REQUIRED STUDENT TEXTBOOK

Crafts: Contemporary Design and Techniques, *Alice Sprintzen*

Beginning Sculpture, First Edition, *Arthur Williams*

Experience Clay, First Edition, *Maureen Mackey*

***VIRGINIA BEACH STANDARDS AND OBJECTIVES
FOR ART II: 3D APPROACHES***

CREATIVE PROCESS

AII3D.1 The student will apply creative thinking to 3D original artistic works: a) generate ideas for works of art through exploration and inquiry, b) select materials, media, and processes of personal interest, c) communicate a personal style and point of view in artwork.

AII3D.2 The student will identify and apply a creative process to develop ideas and 3D artwork: a) refine and edit original works of art, b) communicate and express an idea, c) expand the use of a digital or traditional process art portfolio to include research, inquiry, preliminary sketches, completed works, critical writings, and reflections d) select, prepare, and submit works of art for exhibition.

CRITICAL THINKING AND COMMUNICATION

AII3D.3 The student will analyze, interpret, and evaluate 3D artwork: a) communicate well-supported and persuasive interpretations of sculpture, ceramics, and craft objects using appropriate terminology, b) identify common characteristics of works of art and design that are presented as a series or sequence, c) describe, analyze, interpret, and evaluate personal, peer, and professional works of art and design, d) expand on constructive approaches to critique such as in-progress (formative), self-reflective, and summative.

AII3D.4 The student will formulate a definition for art and defend that definition in relationship to objects in the world: a) examine definitions of art using aesthetic theories to discuss differences in perspective such as Formalism, Emotionalism, Immitationalism, Instrumentationalism, b) the student will explain the difference between informed judgments and personal preference when discussing works of art and design, c) explore the relevant value and function of various 3D art forms.

AII3D.5 The student will demonstrate personal responsibility for the care and safe use of shared spaces and art materials: a) apply communication and collaboration skills in the art studio.

HISTORY, CULTURE, AND CITIZENSHIP

AII3D.6 The student will understand 3D historical and cultural influences of art: a) identify historical and contemporary artists and artworks, b) examine and discuss social, political, economic, and cultural factors that influence works of art and design, c) investigate how art and design can be viewed from a variety of personal, cultural, and historical perspectives.

AII3D.7 The student will identify ways that 3D art can be used to address community needs.

AII3D.8 The student will apply and justify ethical choices when creating works of art and design: a) explain the difference between an original idea that draws inspiration from other sources and copying works unethically, b) demonstrate appropriate use of planning and resources to create original works of art.

INNOVATION IN THE ARTS

AII3D.9 The student will describe various 3D art-related skills that connect to postsecondary educational and career opportunities, and demonstrate innovative thinking in the design process: a) identify the ways in which art-related skills are used in various industries, b) generate creative solutions by utilizing the design process, c) collaborate with a team to produce a final design for a client.

AII3D.10 The student will identify how digital media, and technology tools can be used to create, edit, and present works of 3-D art: a) explore new technology media, tools, and techniques for the production of art, b) use new technology in the development or production of an artwork.

AII3D.11 The student will explore and respond to 3D works of art that are inspired by other fine arts and fields of knowledge: a) justify the connections between various art forms and non-arts areas of study.

TECHNIQUE AND APPLICATION

AII3D.12 The student will employ elements of art and principles of design to effectively communicate intended meaning in 3D works of art and design.

AII3D.13 The student will use a variety of techniques such as positive and negative space, mass, scale and volume to create occupied and unoccupied space in works of art.

AII3D.14 The student will expand on observational skills to create expressive and meaningful 3D designs that are inspired by various sources.

AII3D.15 The student will demonstrate proficiency, skill, and control in the use of 3D media and techniques.

AII3D.16 The student will combine traditional and nontraditional 3D media to create works of art.

AII3D.17 The student will interpret a subject and apply knowledge of 3D art/design history to the development of their personal style.

Donald E. Robertson Jr., Ph.D., Superintendent
Virginia Beach City Public Schools
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Produced by the Department of Communications and Community Engagement for the Department of Teaching and Learning.
For further information, please call (757)
263-1077.

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Alternative formats of this publication which may include taped, Braille, or large print materials are available upon request for individuals with disabilities. Call or write the Department of Teaching and Learning, Virginia Beach City Public Schools, 2512 George Mason Drive, P.O.Box 6038, Virginia Beach, VA 23456-0038. Telephone (757) 263-1077 (voice); fax (757) 263-1424; (757) 263-1240 (TDD) or email her at Amber.Hester@vbschools.com.

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