

Southwest Minnesota Christian High School's mission is "To challenge students to grow in knowing, loving, and serving God and others."

Art I and II Syllabi

Course Description:

Made in the image of our creator God, we are also creative beings. The visual arts give us means to express and communicate our thoughts. Art helps us understand and appreciate others' ideas. It inspires us and offers means to reinforce and embellish our communications in the literary and social arts. The visual arts provide insights into the complexities of science and mathematics. They give satisfaction in a job well done. They provide opportunities to "glorify God in whatever you do."

The Art I and II courses at Southwest meet the needs to two different kinds of students. To those who simply want to try something different from the standard academic fare, the Art courses provide opportunities for hands on experiences in creating and responding to a variety of media, contexts, art elements, and design strategies. To those students who may plan to work in an art related field the Art courses provide a foundation in art principles and the chance to practice the kind of work ethic necessary for success as a professional.

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Instructional/Assessment Philosophy:

Every lesson in the Art curriculum grows out of learning the skills and processes necessary for handling a specific type of media. Projects are open ended in that students can carry them as far as they wish, as long as they meet criteria spelled out in the assessment rubrics. Years I and II cover essentially the same variety of skills and knowledge, but alternate types of projects used to avoid repetition. Students in year II are sometimes required to work more in depth on topics with which they are familiar.

Goals and Objectives:

Skills:

Students will create their own artworks and respond to their own and the works of others.

Knowledge:

Context - Students will derive meaning from art content and the content's relationship to self, society, history, culture and other subject areas.

Art Elements – Students will recognize and understand the components of visual information and the methods used to work with them.

Materials and Processes – Students are familiar with materials and processes for creating artworks and understand their influence on the effect of the work.

Design – Students understand how artworks are structured and the relationships of the structure to the purpose (ie. Form and function).

Values:

Gifts – Regard their own and others creations and expressions as valuable gifts from God.

History – Appreciate the history of art.

Character -Look at God's creations surrounding them as a reflection of His character, appreciating the beauty and complexity of His work.

Projects and Assignments:

Drawing: Quarter 1 Goals

- a) Develop Basic skills in Observation, Measurement, Proportion, and Composition.
- b) Use a variety of lines – Contour, Exploratory, Expressive.
- c) Develop skills in producing textures and values using a variety of media.
- d) Understand and use the theory of perspective to produce realistic images

Art I

- 1) Sketchbook– Build Confidence
- 2) Hand – Exploratory line
- 3) Still life- Texture Shape
- 4) Favorite object – Value, Form
- 5) Natural objects such as Flowers, Pumpkins – Form, Composition
- 6) 1 Point Perspective: Blocks, Chairs, Hall Buildings – Develop theoretical visual framework to check drawings against
- 7) 2 Point Perspective: Blocks, Chairs, Buildings, Imaginary Space
- 8) Figure Drawing: skeleton, Basic shapes of face and head, poised models,
- 9) Self Portrait – Using the grid method, shading, texture
- 10) Basic use of Sketchbook a free digital drawing program

Art II

- 1) Drawing Test – Confidence builder, Shapes, Angles, Proportions, Distances
- 2) Automobile – Contour Drawing, exploratory line, texture
- 3) Natural objects such as leaves, nuts, fruit – form, composition
- 4) Mixed Fruit – Shape, forms color
- 5) Zoo animals – Value, Shape, Shading, texture.
- 6) Seascape – texture, composition
- 7) 1 Point Perspective – Bricks, Boxes, Squash, Halls, Machinery
- 8) 2 Point Perspective – Bricks, Halls, buildings, Cars, Busses
- 9) Room Design – Using 2 point perspective to create and imaginary space

Color & Painting: Quarter 2 Goals

- a) Develop skills in use of color schemes, Complementary, Split Complementary, and Analogous
- b) Develop skills in using the color wheel to produce any color at will by controlling Hue, Value, and Intensity
- c) Develop skills in using Photoshop® to work in layers, paint and do line art. Explore program.
- d) Develop skills in using Watercolor and Acrylic paints

Art I

- 1) Value Chart – Values , Handling Watercolor Paints
- 2) Color Wheel – Hue Value, Intensity
- 3) Photoshop – Using Photoshop tools
- 4) Watercolor Painting – Paper Care, Washes, Masking, Texturing, Leaves, Bugs, Stones, Landscape, Still Life
- 5) Oil Pastels, Color Separations, Analogous Color Schemes, Composition
- 6) Acrylics – Blending Acrylic colors, painting techniques

Art Application: Quarter 3 Goals

- 1) To produce artwork for personal enjoyment, communication, promotion, entertainment, and the propagation of the Gospel.
- 2) To practice skills learned in the first two quarters and apply them to everyday situations.
- 3) To enhance understanding of commercial Graphic Arts processes.

Art I

- 1) Printmaking- Wood block and linoleum
- 2) Printing Foam Relief Images – single and multicolor
- 3) Printing Greeting Cards
- 4) Stained Glass- Sun catcher

Art II

- 1) 4 Value Painting – Value, Composition
- 2) Interior Design Continued – Choosing and using a color Scheme
- 3) Acrylic Painting – Composition, value, color, texture, and techniques
- 4) Mural Painting

Art II

- 1) Drawing the human figure – gestural drawing leading to 1 & 2 point perspective images.
- 2) Storyboarding about Prodigal Son – Retelling a Bible Story in a different Context. Storyboard, continuity of background and characters.
- 3) Sketchbook digital drawing
- 4) 3D Foam Home based on Interior drawings

Ceramics: Quarter 4 Goals

Learn basic techniques for creating ceramic objects.

Develop a sense of craftsmanship.

Use basic design principles in creating ceramic objects.

Art I and Art II students work concurrently on a series of projects including

Sculpture, Plates, Coil Pots, Slab Pots, Thrown Pots, and combinations of the above. Art II students will create objects in addition to the requirements for Art I.

All grades will be based upon rubrics written for each project. Points for the quarter will be totaled and grades will be assigned as follows:

A 97-100%

94-96%

B+ 92-93%

B 89-91%

87-88%

C+ 85-86%

C 82-84%

80-81%

D+ 77-79%

D 74-76%

70-73%

F <70%

Sample Rubric:

Acrylic Painting

1) Composition – Interesting and Well Placed	_____ (5)
2) Drawing – Parts in Proportion	_____ (5)
3) Colors – Hues	
a) Correctly Chosen	_____ (5)
b) Blending Smooth	_____ (5)
c) Edges Sharp/Fuzzy as needed	_____ (5)
4) Coverage – All areas Covered	_____ (5)
5) Textures	
a) Reflect original textures	_____ (5)
b) Scale is appropriate	_____ (5)
6) Values – Reflect or build upon originals	_____ (5)
7) Neatness – Smooth/Rough Appropriately	_____ (5)
Total	_____ (50)