

**Bedford High School
Visual Art Department
Sean Hagan, Program Director**

Course Syllabus

Course #7324/7313 Art III Major/Minor Level 4/3

This course requires students to take an active role in determining creative outcomes to visual concepts. Through assignments stressing drawing and design, students will reflect on personal experiences and ideas as primary sources in the creation of original art forms. Students will be expected to demonstrate an understanding of two and three dimensional drawing concepts in the expression of forms in space, and apply their cumulative knowledge of design elements and principles to content based on observational drawing, imaginative thematic forms, sensory experience, metaphor and symbol, and multiple visual imagery. This course will also provide students with the opportunity to begin the development of a portfolio of artwork suitable for art school admissions.

Major: Periods per cycle: 4 Credits: 5

Minor: Periods per cycle: 2 Credits: 2.5

Prerequisite: Art 2

Primary responsibility for the following academic expectations:

Active Learners:

- 1a: Students will understand and use what they learn
- 1c: Students will engage in inquiry and self-directed learning
- 1d: Students will use feedback and self-reflection to extend learning

Resourceful Thinkers:

- 2a: Students will employ creative thinking skills
- 2d: Students will make meaningful connections

Effective Communicators:

- 3b: Students will express knowledge and skill creatively using a variety of media, technology and the arts
- 3c: Students will engage effectively in discussion

I. Learning Objectives

By the completion of this course, the successful student will have:

- a. Demonstrated an understanding of the uses commonly associated with a variety of media in the category of painting, sculpture, graphics, printmaking and computer design media.
- b. Demonstrated a minimal technical competency at an intermediate level in the categories listed above.
- c. Demonstrated the ability to skillfully prepare art works for presentation and exhibition by mat cutting, mounting, and construction methods.
- d. Demonstrated knowledge of the care and handling of tools and materials.
- e. Articulated the connection between design elements and principles with effective

visual expression of ideas, feelings and sensations.

f. Articulated the language of the visual arts through production, assessment, and reflection.

g. Demonstrated the ability to recognize visual and conceptual differences between form and content, observation and imagination, representation and abstraction, and synesthetic and haptic imagery.

II. Learning Experiences

In this course, the students will:

a. Demonstrate an understanding and appreciation of the creative process through the practice of experimentation, journal keeping, discussion, critique, final resolution, and aesthetic judgment.

b. Initiate the first stages of portfolio development and review.

c. Develop an appreciation for group dynamics, cooperative experiences, class presentations and discussion, and teaming.

d. Maintain a portfolio of works in progress as well as completed work, a journal – sketchbook, and miscellaneous homework activities.

III. Brief Course Outline

In this course, the students will explore the following topics:

a. Drawing the figure

b. Figure in environment - drawing

c. Proportion and movement – a sculpture of a figure in action

d. Self portrait painting

e. Collage – narrative and abstraction

f. Facial expressions in clay

g. Modifying an artwork in Photoshop

h. A character in action – animation

IV. Course Materials

In this course, students will utilize the following materials:

a. Graphic materials such as charcoal, graphite, ebony pencils, colored pencils, pastels, conte crayons, oil crayons, markers, ink pens.

b. Paint materials such as acrylic paint, acrylic mediums, watercolor, gouache, bristle and sable brushes, palette knives.

c. Paint grounds such as modeling paste, textured gels, gesso, various cardboards and illustration board.

d. Sculptural materials such as pariscraft, plaster, Styrofoam or foam board, balsa wood, utility board, corrugated cardboard, found materials, clay.

e. Printmaking materials such as water-based printing inks, linocutting tools, brayers, and ink mediums.

f. Computer technology – computers with design software such as Photoshop, Illustrator, InDesign, Flash and color printers.

g. Visual resources such as art reproductions, visual art periodicals and magazines, and images online.