

East Penn School District
Secondary Curriculum

A Planned Course Statement
for

2-D Foundation Design/Computer Art

Course # 783

Grade(s) 9,10,11,12

Department: Art

Length of Period (mins.) 40

Total Clock Hours: 60

Periods per Cycle: 6

Length of Course (yrs.) 0.5

Type of Offering: required elective

Credit: 0.5

Adopted: 4/23/07

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Unit	Num	Objective	Level	Content	Evaluation	Standards
I. Drawing	1	Students will be introduced to basic drawing techniques with accuracy in order to enhance communication of ideas.	L	<ul style="list-style-type: none"> ● Use the sketchbook to draw studies of the natural and man-made world, and imagined images as references for designs and motifs. Draw with appropriate media such as; pencil, pastel, and marker. 	Test Critiques Teacher rubric Oral review Conferencing	9.1A
	2	Students will be introduced to elements and principles of art in order to communicate their ideas.	L	<ul style="list-style-type: none"> ● Use sketchbook to plan a group of 2D ideas. ● Select designs that emphasize elements and principles of art to develop final art pieces, commercial art, computer art, batik, and 2D media in various techniques. 	Teacher rubric Conferencing Oral Review	9.1A,C
II. Introduction to Media, Technology & Processes	3	Students will be introduced to the Macintosh computer and programs such as Photoshop, Illustrator and Indesign.	A	<ul style="list-style-type: none"> ● Computer design experience using teacher instruction and introductory tutorials. 	Teacher rubric	9.1J
	4	Students will be introduced to the difference and characteristics of 2-D materials.	L	<ul style="list-style-type: none"> ● Lecture, demonstration 	Worksheets	9.1B,D,G
	5	Students will identify tools and equipment and know their function.	L	<ul style="list-style-type: none"> ● Lecture, demonstration ● Read textual materials 	Test Teacher observation	9.1G,H
III. Design	6	Students will identify art elements and principles found in a variety of 2-D media in both historical and contemporary works of art.	L	<ul style="list-style-type: none"> ● Lecture, slides ● Monthly magazines and journals ● Class critiques ● Internet 	Teacher evaluation Test	9.1A
	7	Students will become aware of form and function in the 2-D designing of projects.	L	<ul style="list-style-type: none"> ● Development of drawings as plans for projects in communicating intended meaning in works 	Teacher evaluation	9.1G

Unit	Num	Objective	Level	Content	Evaluation	Standards
	8	Students employ themes, symbols, and ideas in decoration of surfaces.	L	<ul style="list-style-type: none"> Utilize patterns and motifs to create visual qualities in art works. Slides, posters, museum visits permit viewing original works. 	Teacher rubric	9.1E
IV. Mixed Media	9	Students will explore non-traditional media, techniques, and processes in order to create design projects.	L	<ul style="list-style-type: none"> Design and create 2-D collage and art pieces with various objects, yarns, photo and scanned images, paints, plastics, etc. Lecture, demonstration, etc. Slides, video tapes, museum visits 	Tests Teacher rubric Critiques-class/individual Written analysis	9.1B,D
V. Criticism	10	Students will become aware of the merits of contemporary and historic meanings in specific art works through cultural and aesthetic inquiry.	L	<ul style="list-style-type: none"> Apply critical thought to art examples seen in museum collections, videotapes, as reproductions, etc. Participate in class critiques by presenting, listening, and questioning using appropriate vocabulary 	Teacher rubrics Tests Written analysis	9.2J,D,E
	11	Students will be introduced to the process of critiquing using correct terminology.	L	<ul style="list-style-type: none"> Develop a vocabulary appropriate to each media, technique, and process through-out the course. 	Test Teacher observation	9.3A
VI. History	12	Students will analyze and describe how time and place influence visual characteristics of a work of art, focusing on various time periods of design.	L	<ul style="list-style-type: none"> Objective criticism and comparison of original art works and/or reproductions defines meaning and value of a work of art Lecture, videotapes, reproductions 	Teacher rubric Written analysis Test	9.3E

Unit	Num	Objective	Level	Content	Evaluation	Standards
VII. Career	13	Students will explore careers in area of design such as interior, fashion, architectural, and product.	L	<ul style="list-style-type: none"> ● Read textual materials, artist-in-residence, topical magazines, personal interviews, etc. 	Teacher evaluation	9.4C
VIII. Citizenship	14	Students will recognize personal responsibility by maintaining classroom cleanliness and safety.	U	<ul style="list-style-type: none"> ● Care of tools, materials, equipment, and classroom environment in an appropriate manner to create a positive, safe workplace 	Citizenship project rubric	9.1H
IX. Technology	15	Students will be designing art on Macintosh computers using programs such as Photoshop, Illustrator, and Indesign.	L	<ul style="list-style-type: none"> ● Design and create computer art design projects using the elements and principles of design. 	Teacher made rubric	9.1J
	16	Students will be using digital cameras, internet, scanners, and colored printers in their computer art designs.	L	<ul style="list-style-type: none"> ● Apply technology to the design process. ● Use computer hardware and software to edit and modify art works and create finished pieces. ● Technology needed: teacher laptop, MS Office, proxima, Adobe Illustrator, Adobe Indesign, Adobe Photoshop, colored printer, digital camera, scanner, Mac lab laptops ● Use the internet as a research tool 	Teacher made rubric	9.1J

Description of Course

Course Title: 2-D Foundation Design/Computer Art

Description: Students taking 2-D Foundation Design/Computer Art will participate in various design projects that reflect traditional 2-D and computer techniques. Projects will include both functional and nonfunctional results. A variety of traditional and computer art mediums will be used to allow students to see and explore the many possible avenues of design such as:

- graphic
- architecture
- fashion
- interior
- product

This course satisfies the pre-requisite for Design/Computer Art I, Drawing I, and Painting I.

Goals: Students will

- be introduced to the elements and principles of design.
- introduced to computer programs such as Photoshop, Illustrator, and Indesign.
- begin to know and understand design vocabulary by examining and evaluating other works of art from cultures, historical periods, and technology.
- recognize, know, use, and demonstrate a variety of appropriate art elements and principles to produce different 2-D design projects.
- be introduced to a variety of basic art media, techniques, and processes, and then combine these characteristics to create their own works of art.
- use intended subjects, themes, and symbols to produce a work of art that reflects design skill.
- use computers and technology as a means of design.
- understand the application of designing towards a career in the arts.
- relate design projects to various styles, cultures, and careers.
- incorporate the effective and safe use of materials, equipment, and tools such as scanners, digital cameras, printers, band saws, kilns, and other small hand tools into the production of works in the arts.
- understand the correlation of the in class computer skills to careers of today.

Requirements: Students will

- maintain a sketchbook
- improve their work habits.
- participate in individual and class critiques.
- design and create 2-D art objects whose qualities exhibit formal art structure and function.
- express ideas by using a variety of 2-D media, techniques, and processes along with 2-D computer techniques.
- display finished works.
- read assigned handouts and related materials.

- Awareness (A): Students are introduced to concepts, forms, and patterns.
- Learning (L): Students are involved in a sequence of steps and practice activities, which involved further development and allow evaluation of process.
- Understanding (U): Students demonstrate ability to apply acquired concepts and skills to individual assignments and projects on an independent level.
- Reinforcement (R): Students maintain and broaden understanding of concepts and skills to accomplish tasks at a greater level of sophistication.