

Art Studio 12 Course Outline 2023-2024

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Art Studio 12 curriculum link

Art Studio 12 is a survey course that allows students to learn and create at an advanced level art concepts, processes, techniques and technologies for creating 2D and 3D art forms. Students will participate in exercises and projects in drawing, painting, printmaking, sculpture and mixed-media design. Students should have confidence in their drawing and/or painting ability and some previous art course experience such as Arts Studio 11 or Studio Arts 2D/3D 11. Students will incorporate process, planning, organization and time management skills in completing projects. Students should be self-motivated as there is a strong emphasis on personal responsibility and planning.

BIG IDEAS

1. An artist's intention transforms materials into art
2. Visual arts are an essential element of culture and personal identity.
3. Refining artistic expression requires perseverance, resilience, and risk taking.
4. Purposeful artistic choices enhance the depth and meaning of artistic work.
5. Aesthetic experiences have the power to transform our perspective.

Curricular Competencies

Explore and create

- Create artistic works using sensory inspiration, imagination, and inquiry
- Examine artistic possibilities using a range of materials, processes, and technologies
- Intentionally select and combine materials, processes, and technologies to convey ideas, and justify choices
- Take creative risks to express thoughts and emotions through artistic works
- Refine artistic skills from a variety of styles
- Demonstrate innovation in creating artistic works and resolving creative challenges
- Examine contributions of traditional, innovative, and intercultural visual artists from a variety of movements, periods, and contexts
- Intentionally select and combine materials, processes, and technologies to convey ideas, and justify choices

Reason and reflect

- Recognize and engage in the reciprocal process of critique
- Interpret and evaluate, using discipline-specific language, how artists use materials, technologies, processes, and environments in art making
- Evaluate design choices in artistic works
- Reflect on personal answers to aesthetic questions
- Reflect on the influences of a variety of contexts on artistic works

Communicate and document

- Document, share, and appreciate artistic works in a variety of contexts
- Anticipate audience impact of design choices and artistic works
- Demonstrate respect for self, others, and place through art making
- Express ideas, emotions, and values through art making
- Investigate and respond to social and environmental issues through visual art

Connect and expand

- Create artistic works to reflect personal voice, story, and values
- Explore First Peoples perspectives, knowledge, and protocols; other ways of knowing, and local cultural knowledge through artistic works
- Examine the reciprocal relationships between visual arts, culture, and society
- Evaluate personal, educational, and professional opportunities in visual arts and related fields
- Connect with others on a local, national, or global scale through visual arts
- Demonstrate safe and responsible use of materials, tools, and work space

Course Content

- Elements and Principles of Design
- Image Development techniques and strategies
- Materials - drawing (pencils, charcoal, pastels, ink), painting (watercolour, acrylic, colour mixing), printmaking, mixed media, 3D/sculpture
- Art History
- Writing artist's statements
- Reflection and critique of your work and of classmates work.
- Develop time management, organization, and planning skills in completing projects.

Assessment

The work of students will be evaluated in a variety of ways:

-*Formative assessment* will be used to monitor student learning to modify teaching and learning strategies with the goal of improving the students' knowledge.

-*Summative assessment* will be used to evaluate skill acquisition, student learning and mastery of specific skill areas to summarize student development at a particular time.

-Students may be given the opportunity to redo and resubmit assignments that do not meet the required criteria.

Projects 60%

Studio Habits 40% (process and planning, supply/equipment care, research, and productivity)

Late Assignments

Students that have extenuating circumstances need to discuss and arrange an alternate deadline with the teacher prior to the project deadline. All late work will result in an "I" report which is signed by the teacher and student then sent home for review.

Supply Recommendations:

Most supplies are provided for by the teacher, including a sketchbook; however, students are encouraged to supplement some projects with resources or materials brought from home.

Classroom Expectations:

Students are expected to respect their classmates, teacher, equipment, supplies, and classroom – failure to do so will lead to disciplinary action that may result in expulsion from this course! It is also expected that students will follow the **STUDENT CODE OF CONDUCT** which is outlined in the Student Agenda Book.

Students can expect to work in a clean, positive, and safe environment – one that is free from racism, sexism, and all other forms of harassment. Each student can also expect to be treated in a fair and respectful manner by both the teacher and fellow students. If at any time a student feels that these expectations are not being met, please speak to the teacher.

1. Arrive to class on time, prepared and ready to work.
2. Clean up and put away all supplies.
3. Be respectful towards others and the equipment/materials.
4. No food or drinks in class.
5. No visitors, hall wandering, extended washroom/cafeteria detours.