St. Mary’s High School

Visual Arts

GRADE 10, VISUAL ARTS (AVI 2O) OPEN


SEPTEMBER 2019 - 20

Course Description

This course enables students to develop their skills in producing and presenting art by introducing them to new ideas, materials, and processes for artistic exploration and experimentation. Students will apply the elements and principles of design when exploring the creative process. Students will use the critical analysis process to reflect on and interpret art within a personal, contemporary, and historical context.

Prerequisite: None

The expectations for this course in media arts are organized in three distinct but related strands:

* CREATING AND PRESENTING:
  A1. The Creative Process: apply the creative process to create a variety of artworks, individually and/or collaboratively;
  A2. The Elements and Principles of Design: apply the elements and principles of design to create art works for the purpose of self-expression and to communicate ideas, information, and/or messages;
  A3. Production and Presentation: produce art works, using a variety of media/materials and traditional and emerging technologies, tools, and techniques, and demonstrate an understanding of a variety of ways of present- ing their works and the works of others.

* REFLECTING, RESPONDING, AND ANALYSING:
  B1. The Critical Analysis Process: demonstrate an understanding of the critical analysis process by examining, interpreting, evaluating, and reflecting on various art works;
  B2. Art, Society, and Values: demonstrate an understanding of how art works reflect the societies in which they were created, and how they can affect both social and personal values;
  B3. Connections Beyond the Classroom: demonstrate an understanding of and analyse the requirements for a variety of opportunities related to visual arts.

* FOUNDATIONS:
  C1. Terminology: demonstrate an understanding of, and use correct terminology when referring to, elements, principles, and other components related to visual arts; C2. Conventions and Techniques: demonstrate an understanding of conventions and techniques used in the crea-tion of visual art works; C3. Responsible Practices: demonstrate an understanding of responsible practices in visual arts.

This course is based on the successful completion of several major projects. Be prepared to make a commitment to our work daily. The Photography & Media Arts Club meets at lunch five days a week in the Art room for you to be successful with your work.

Should you have any questions about your child’s progress, please do not hesitate to call the school, 519-376-4278.

How this course supports expectations for the Catholic School Graduate

This course seeks to further the achievement of the Catholic Graduate expectations by integrating scripture, Catholic Church teaching, and moral and ethical reflection into the curriculum.

Two specific Catholic School Graduate Expectations which are emphasized in the Visual Arts projects include but not limited to: Social Justice project(s): A responsible citizen who gives witness to Catholic social teaching by promoting peace, justice and the sacredness of human life. Summative Project Choice: Patron Saint Research, Drawing and Sculpture Project - A reflective, creative and holistic thinker who solves problems and makes responsible decisions with an informed moral conscience for the common good. All Major Projects have Reflective components and Sketchbook Development throughout the semester - A reflective, creative and holistic thinker who solves problems and makes responsible decisions with an informed moral conscience for the common good.
Student Expectations

• Treat everyone with respect.
• All projects must be created in class on a daily basis. Your creation process must be demonstrated daily – since 40% of your mark is based on this strand.
• Be prepared with sketchbook & art supplies everyday.
• Arrive to class on time.
• Be responsible for cleanup - your area at end of each class.
• Music listening devices can be used after Warm-Ups Activities and after instructions have been given.
• Follow all class guidelines.
• No food or drinks should be consumed in the classroom.

Submitting Projects Late

• All late assignments will receive a mark of ZERO. If a valid reason exists, extensions can be requested from your teacher at least one day before the due date.
• Where the student has failed to complete an assignment by the revised due date, a “ZERO” will be recorded.
• If you are legitimately absent on the day a assignment is due, it is the student’s responsibility to hand in the work at the end of the period, upon the next day back to class. Where the student has failed to hand in the work on the day they return to class a “ZERO” will be recorded.

Sketchbook Development (10%)

• Your sketchbook will be assessed throughout the semester as part of the culminating activity and should demonstrate your creative process involving a variety of different mediums (representational drawings, mixed media collage, photography, abstract drawings, sketches, conceptual designs, cartoons, doodles, poetry, art articles.)
• Remember to sign and date each work.
• Every other Friday your developing sketchbook work will be presented and critiqued.

Routines: Daily Warm Up Activities

Start at the beginning of class for approx. 15 minutes. All students are expected to participate in all Warm Up Activities: Monday – Art History Tuesday – Spot the Detail/Lego Creator/Art History Puzzle/Lego Mini Figure, Wednesday – Abstract Drawing/Pokemon: Evolution/What If, Thursday – Police Line Up, Friday – Still Life Drawing on School Stage/Sketchbook Development Check (every other week)

Supplies You Are Recommended to Purchase

• All students are recommended to purchase a select amount of supplies within the first week of the course:
  1. 8 x 11 sketchbook (minimum size), white pages
  2. Towel (used for drying hands)
  3. Blending Stubs – Large & Small
  4. Brushes - Fine Sharp 0 & 1
  5. Set of Coloured Pencils
  6. Fine Point Black Markers
  7. Eraser (plastic white)
• Michael’s in Owen Sound should handle most of these materials or try the Dollar store.

Evaluation

<table>
<thead>
<tr>
<th>Grade Range</th>
<th>Achievement Level</th>
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<tbody>
<tr>
<td>80-100%</td>
<td>LEVEL 4 - A very high to outstanding level of achievement. Achievement is above the provincial standard.</td>
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<tr>
<td>70-79%</td>
<td>LEVEL 3 - A high level of achievement. Achievement is at the provincial standard.</td>
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<tr>
<td>60-69%</td>
<td>LEVEL 2 - A moderate level of achievement. Achievement is below but, approaching the provincial standard.</td>
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<tr>
<td>50-59%</td>
<td>LEVEL 1 - A passable level of achievement. Achievement is below the provincial standard.</td>
</tr>
<tr>
<td>Below 50%</td>
<td>LEVEL R - Insufficient achievement of curriculum expectations. A credit will not be granted.</td>
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I have read and understand the contents of the course outline:

Student Signature: __________________________ Date: ________________

Parent/Guardian Signature: ______________________________ Date: ________________

Course & Project Outlines are downloadable as PDF files—24/7—smhsbgcolorb.org - St. Mary’s School Website - All project outlines and this course outline are posted under School Directory: Mr. Arnett→ St. Mary’s High School Visual, Media and Photographic Arts Department.
Grade 10 Visual Arts - Projects Breakdown

UNIT ONE: DRAWING
(pencil, conte, charcoal, pencil crayon, ink)
- Elements & Principles
- Value Studies: 2 Bars, Cube & Globe
- Expressive Hands Contour Drawing
- Figure Study Drawing
- Three Point Perspective Drawing
- Object Metamorphosis Drawing
- Metamorphosis Drawing
- Pointillism Study
- Pokémon Go Animal Character Project
- Illuminated Manuscript Booklet
- Pokémon Go Animal Character Project
- Japanese Landscape Pastel
- 9 Weekly Drawings: (Due: Every other Friday)
  Representational, Abstract, Collage, Photography

UNIT THREE: PAINTING
(microcrystalline, watercolour & temptra)
- Colour Theory: Colour Wheel
- Colour Theory: Colour Mixing Hues & Shades & Brown
- Colour Theory: Mixing 10 Swatches
- Sphere Painting (.PDF)
- Cone Painting (.PDF)
- Cylinder Painting (.PDF)
- Monochromatic Cat Painting (.PDF)
- Monochromatic Dog Painting (.PDF)
- Colour Theory: 4 Colour Schemes Food Truck or Masterpiece Pixel Colour Theory Mixing 4 Colour Schemes
- Painting Techniques - 3 Still Lifes:
  Fruit Bowls/Skull
  Renaissance Masters (watercolour)
  High Contrast Portrait painting

UNIT FIVE: PRINTMAKING
- Mono Prints: Nature & Outer Space-Literal & Abstract + Test Print
- Relief Print: Expressive Emotional Mask + Test Print
- Statement Stencil - Positive/Negative + Test Print

CULMINATING PROJECT

GARGOYLE-ANIMAL PROJECT (15%) (mixed media)
- Medieval Gargoyle Design: Drawing and Sculpture OR
- Alebrijes Paper Mache Animal Design: Drawing and Sculpture OR
- Patron Saint Design: Drawing and Sculpture

PORTFOLIO & SKETCHBOOK (15%)
- Portfolio & Sketchbook
  (created throughout semester, portfolio and sketchbook presentation and interview at end of semester)

UNIT TWO: DIGITAL PHOTOGRAPHY AND MIXED MEDIA (mixed media)
- Digital Painting Project
- Self Portrait Mixed Media Project
- Sketch Up & Pepakura 3D Model Project
- 3D Character Design Project
- Oculus Rift Virtual Reality Template Project
- Minecraft Creator Design Project
- Faux Stain Glass Post Card Sculpture Project
- Social Justice Collage Project
- Newspaper Collage Self Portrait
- Low Poly 3D Animal Sculpture Project
- Spirograph Design Project
- Interactive Sound Game Incredibox
- Eames House of Cards Project
- Object Silhouette Laser Engraving Puzzle

UNIT FOUR: SCULPTURE (clay, soapstone, mixed media)
- Mask-making
- Bird Assemblage Project
- Recycled Fish Sculpture
- Stain Glass Self Portrait Project
- Self Portrait Painted Collage
- Perspective Sculpture
- Soap Stone Sculpture
- Mosaic Construction Paper Collage
- Figurative Rock Sculpture
- Wire Portrait Sculpture
- Pop Up Book
- Karakuri Sculpture
- Papercraft Sculpture
- Japanese Pop Up Greeting Card
- Patrick Hughes Reverspective Sculpture
- Character Evolution Sculpture
- Turning Wheel Sculpture
- Picture Box Toy Sculpture
- Pebble Mandala & Nature Sculpture Project
- Pebble Animals & Food Sculpture Project
- Interactive Rotating Character Sculpture
- Puzzle Purse Project
- Ernest Nister Kaleidoscope Dissolving
- Kinetic Magic Lamp Sculpture

UNIT SIX: ART HISTORY
- Early Christian & Byzantine Art
- Medieval Art
- Gothic & Romanesque Art
- Canadian Art
  *If you loose your handouts you can work from:
  a) School Network: K:/Mr.Arnett/AV1 20/
  b) School website: smhs.bgcldep.org - Click on School Directory-->Mr.Arnett-->AV1 20