St. Mary’s High School

Visual Arts

Course Description

This course is exploratory in nature, offering an overview of visual arts as a foundation for further study. Students will become familiar with the elements and principles of design and the expressive qualities of various materials by using a range of media, processes, techniques, and styles. Students will use the creative and critical analysis processes and will 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 presenting 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 creation 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. (exception: water)

**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>
</tr>
<tr>
<td>70-79%</td>
<td>LEVEL 3 - A high level of achievement. Achievement is at the provincial standard.</td>
</tr>
<tr>
<td>60-69%</td>
<td>LEVEL 2 - A moderate level of achievement. Achievement is below but, approaching the provincial standard.</td>
</tr>
<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:** _______________

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

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

UNIT THREE: PAINTING
(microcrystalline, watercolour & tempura)
- 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 owl Painting (.PDF)
- Colour Theory: 4 Colour Schemes Food Truck
- Renaissance Masters (watercolour)
- High Contrast Portrait painting

UNIT FIVE: OCULUS QUEST VR
- 101 Oculus Quest VR Rules & Expect Tutorial
- 101 Intro to Tilt Brush App How To
- 101 Intro to Sculptr VR App Tutorial
- 101 Intro to Gravity Sketch App How

UNIT SIX: PRINTMAKING
- Japanese Pop Up Greeting Card with Mono Relief
- Statement Stencil - Positive/Negative + Test Print

UNIT SEVEN: 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\AVI 2O/
b) School website: smhs.bgcdsh.org - Click on School Directory--->Mr.Arnett--->AVI 2O

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)