This course focuses on enabling students to refine their use of the creative process when creating and presenting two- and three-dimensional art works using a variety of traditional and emerging media and technologies. Students will use the critical analysis process to deconstruct art works and explore connections between art and society. The studio program enables students to explore a range of materials, processes, and techniques that can be applied in their own art production. Students will also make connections between various works of art in personal, contemporary, historical, and cultural contexts.

Prerequisite: Visual Arts, Grade 11, University/College Preparation

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 and Social Consciousness, Painting and Stencil project(s); A responsible citizen who gives witness to Catholic social teaching by promoting peace, justice and the sacredness of human life. 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: (Health & Safety Cannot share materials)
  1 Individual 8 x 11 sketchbook (minimum size), white pages
  1 Individual Ruler
  1 Individual Glue stick
  1 Individual scissors
  1 Individual Pencil sharpener
  2 Individual Brushes Fine Sharp 0 & 1
  1 Individual Towel (for drying hands)
  1 Individual Set of Coloured Pencils
  1 Individual Fine Point Black Marker
  1 Individual 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>
</tr>
</thead>
<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>
</tr>
</tbody>
</table>

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—smhs.bgcdsb.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.
UNIT ONE: DRAWING (pencil + pencil crayon)
- Grid Poetry and Imagery Drawing

Choose 2 of the following 9 drawing projects:
- Fantastic Mode of Transportation Drawing
- Architecture Design Drawing
- Fashion Design Drawing
- Recontextualization Drawing
- Concept of Power Drawing
- Human Form Architecture Drawing
- Japanese Shadow Figure Drawing
- Cubism Pastel Drawing
- Animatic Storyboard Drawing

UNIT THREE: PAINTING (microcrystalline, acrylic & watercolour)
- Abstract Watercolour & Dynamic
- Figurative Mask Painting
- Phenakistoscope Painting Project
- Social Consciousness Painting

UNIT FOUR: 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 (mixed media)
- Social Justice Stencil
- Woodcut & Mono Test Print
- Joge-e Japanese Woodcut & Mono Test Print

UNIT SEVEN: ART HISTORY
- Handouts* (on-going through semester)
  *If you lose your handouts you can work from:
  a) School Network: K:\Mr.Arnott\AVI4M/
  b) School website: www.smhs.bgadsb.org -
      Click on School Directory->Mr. Arnott->
      AVI4M->Art History Files

CULMINATING PROJECTS

SKETCHBOOK DEVELOPMENT (10%)
- Sketchbook Development (assessed throughout semester - evaluated at end)
  (Representational & Abstract Drawings, Mixed-Media/Collage Works, Photography, Doodles,
  Preliminary Sketches, Conceptual Drawings etc.

INDEPENDENT STUDY PROJECT (10%)
- Art History: Social Commentary Essay

PORTFOLIO (10%)
- Portfolio (created throughout semester, presented at end)

UNIT TWO: MIXED MEDIA & DIGITAL PHOTOGRAPHY
- Minecraft Creator Design Project
- Digital Painting Project (Wacom Tablet)
- 3D Object Project (3D Printer)
- Photogrammetry Project (3D Printer)
- Social Justice Collage
- Sketch Up & Pepakura 3D Model Project
- Logo Google Doodle Project
- Pencil Vs Camera Project
- Social Justice Environmental Issue Mixed Media
- Infographic Project
- View Master Project
- Animated Optical Illusion Project
- Mo Cap Animation Project
- Plastic Mold Making Sculpture Project
- Photo Stamp Project
- Faux Stain Glass Wood Sculpture Project
- Photo Wood Engraving Puzzle Project
- Wood Clock Sculpture Design Project
- Faux Stain Glass Post Card Sculpture Project
- Woven Photography
- Ben Heine Digital Circlism Project
- Sean Avery Sustainable Art Used CDs Sculpture
- Kinetic Moving Painting
- Spirograph Design Project
- Interactive Sound Game Incredibox
- Puzzle Purse Project
- Eames House of Cards Project
- Ernest Nister Kaleidoscope Dissolving Sculpture
- Faux Digital Silver Gelatin Collage Photography
- Portrait Collage Project
- Portrait Silhouette Laser Engraving Puzzle Project

UNIT FIVE: SCULPTURE (mixed media)
- Installation Art: Site Specific Sculpture
  Select from the following sculpture projects:
- Soapstone Sculpture
- Bobblehead Sculpture
- Artist Chair Sculpture
- Artist Shoes Sculpture
- Kite Sculpture Project
- Tatebanko Sculpture
- Phenakistoscope Project
- Alexander Girard Wood Sculpture
- Mini Japanese Zen Rock Garden Sculpture
- Architecture Sculpture
- Plaster Mold Sculpture
- Figurative Rock Sculpture
- Wire Portrait Sculpture
- Agostino Iacurci Mini Wall Mural
- Karakuri Sculpture
- Pop Up Book
- Japanese Pop Up Greeting Card
- Reverse Perspective Patrick Hughes
- Sculpture Project
- Celebrity Cereal Silhouette Sculpture
- Disappearing Colour Drawing Sculpture
- Turning Wheel Sculpture
- Picture Box Toy Sculpture
- Film Board Game Project
- Panorama Fantasy Box Sculpture
- Paper Stencil Table Lamp Sculpture
- Torus Sculpture Project
- Spherical Spiral Sculpture Project
- Elastica Light Lamp Sculpture Project
- Interlocking Quadrilateral Puzzle Lamp
- Automotive Model Design Sculpture
- Pebble People Painting Sculpture Project
- Jewelry Design
- Low Poly 3D Mask or Animal Sculpture