

## **Foundations of Art and Design**

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**Foundations of Art and Design** This course examines the elements and principles of design as they relate both two-dimensionally and three-dimensionally in the visual arts. Using a broad variety of media including drawing, painting, printing and sculpture an emphasis will be on learning design concepts and creation of artwork. Personal expression, innovation, creative problem-solving and real-world applications will be provided in this course.

**Grade breakdown:** Your grade will be based on weekly projects, sketchbook, class participation, research projects, tests, and your digital portfolio submission. The portfolio will be kept in the art room including your best work as well as projects you are presently working on.

1. **Studio work/ practices: -60%** - The projects will be finished during class time only and not at home.
2. **Research Projects/Homework/Examinations: -20%** - Students will learn about artists from different periods, movements and nationalities.
3. **Portfolio - 20%** - Digital Portfolio Entries and Display.

**Grading:** Assignments will be graded by the following criteria:

- Work turned in on time.
- Work follows guidelines given for that particular assignment.
- Work shows creativity and thought.
- Work shows media assigned for that particular assignment.
- All work will be graded following the art department grading rubric:

<b>Art Rubric</b>	<b>Poor</b>	<b>Fair</b>	<b>Good</b>
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<b>Elements of Photo/ Video</b>	<b>Poor</b> Student completed the minimum, and/or artwork was not completed. The work does not demonstrate the necessary techniques, elements and criteria for assignment.	<b>Fair</b> Student completed the minimum and demonstrated the necessary techniques, elements and criteria for assignment.	<b>Good</b> Student completed more than the minimum, demonstrated the necessary techniques, elements and criteria for assignment.
<b>Creativity</b>	<b>Poor</b> The student work lacked sincere originality.	<b>Fair</b> The student work demonstrated originality.	<b>Good</b> The student work demonstrated a unique level of originality.
<b>Effort/Skill</b>	<b>Poor</b> Student did not finish their work in a satisfactory manner, and their work reflected a lack of understanding.	<b>Fair</b> Student completed their art work at an average manner, and showed average understanding of the theme.	<b>Good</b> Student showed an above average effort on finishing the artwork. Work is outstanding and shows a deep understanding of the theme.
<b>Class Participation</b>	<b>Poor</b> Student communicates few, if any comments during class discussions.	<b>Fair</b> Student engages in answering questions in a sporadic manner.	<b>Good</b> Student continually answers questions and shares his/her feelings about the subject on an above average level.
<b>Following Guidelines</b>	<b>Poor</b> Student turns in work late or not at all. Student shows little to no responsibility for cleaning up their space in a timely manner.	<b>Fair</b> Student turns in work semi-regularly. Shows average responsibility but needs to perform it in a timely manner.	<b>Good</b> Student shows outstanding responsibility of cleaning up in a timely manner and turning in artwork on time.

## COURSE STANDARDS

(Cognitive and Creative Learning Processes)

**PERCEIVING/KNOWING**

- 1PE Examine and articulate the effects of context on visual imagery.
- 2PE Identify and describe the sources artists use for visual reference and to generate ideas for artworks.
- 3PE Identify the relationship between community or cultural values and trends in visual art.
- 4PE Identify the factors that influence the work of individual artists.
- 5PE Describe the role of technology as a visual art medium.
- 6PE Describe the decisions made in the design of everyday objects.

**PRODUCING/PERFORMING**

- 1PR Demonstrate basic technical skill and craftsmanship with various art media when creating images from observation, memory and imagination.
- 2PR Apply the elements and principles of art and design using a variety of media to solve specific visual art problems.
- 3PR Explore multiple solutions to visual art problems through preparatory work.
- 4PR Establish the appropriate levels of craftsmanship when completing artworks.
- 5PR Investigate how to access available digital tools and innovative technologies to create and manipulate artwork.
- 6PR Identify and apply visual literacy as a means to create images that are personally expressive

**RESPONDING/REFLECTING**

- 1RE Explore various methods of art criticism in responding to artworks.
- 2RE Identify assessment practices to manage, monitor and document their learning.
- 3RE Use appropriate vocabulary to define and describe techniques and materials used to create works of art.
- 4RE Investigate the role of innovative technologies in the creation and composition of new media imagery.
- 5RE Identify and explain one or more theories of aesthetics and visual culture.
- 6RE Identify various venues for viewing works of art.
- 7RE Recognize and articulate the importance of lifelong involvement and advocacy in the arts.