Groton-Dunstable Regional High School

Name

Visual Arts Curriculum: Studio Art III

Teacher: Ms. Rebecca Kostich

Room Number: 216

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**Course Description: Studio Art III (Grades 10-12), 1 Semester / 1 Credit**

This course provides further exposure to a wide range of media, styles, and techniques. Students will develop advanced visual skills and an awareness of art history and contemporary art through lecture and independent research. Students will also conceptualize, organize, and create a series of work over an extended period of time.

**Textbooks:** Several books, magazines and online sources will be used as visual resources introduced during class and will be provided for homework and research. No purchase required (though if damage or loss of school property occurs, reimbursement would be required).

**Key Topics**: (Subject to Change)

Advanced Observational Drawing: Gesture, Modeled Drawing, Observational Still Life, Light Source, etc.

Surrealism

Abstract Art

Cubism

The Pear Project: Extended Series

**Materials Required:** Art supplies found at Michael’s, A.C. Moore, online, or at other art supply stores

1. **Sketchbook**, 9 x 12”
   1. Hardbound or spiral so the pages don’t fall out
   2. Approx. 100 sheets
   3. Used for weekly sketchbook assignments, project sketches, other homework assignments, and class notes
2. **Binder** with Pockets or 2-Pocket Folder
   1. For handouts, rubrics, assignments, homework, articles, etc.

**Course Expectations**

🗹 Check each policy and expectation in the boxes provided to signify that you understand and agree to these terms.

* All policies as stated in the **student handbook** will be in effect. Please review entire handbook.

**Grading Policies / Term Grades:**

Projects and Participation: **80%**

Projects and Participation are included in the same rubrics and are counted together in one grade for each project. You need to demonstrate a balance of craft and understanding of the materials as well as focus, perseverance, and effort. Your final project is included in this section.

Sketchbook and other Homework & Assignments: **20%**

* **Assignment Lateness Policy:** Homework and other projects and assignments completed **outside of class** must be handed in on time when a due date is specified. An **additional 5%** for major projects and **10%** for homework and smaller projects is deducted the total score each day the assignment is late.
* **In-Class Project Due Dates:** If an in-class project is not completed by the due date specified, there is a **window of 1 week** after the due date to complete the unfinished piece. The piece must be completed outside of class unless all current in-class work is done. Any other additional work you have completed in or out of class will be taken into consideration for the final grade.
* **Quiz Retakes:** If you are not happy with a quiz grade, youmayretake the quizfor an average of the old and new scores within one week of the day the quizzes are returned.

**Conduct and Performance in Class**

* **Focus and Persevere.** You are expected to remain focused on your work at all times. Multiple reminders to work will result in verbal warnings and detentions. Your seat may be moved in order to promote your productivity: This is not a bad thing.
* **Respect.** Respect others, others’ work, the teacher, the materials, the classroom, your own work, and yourselves.
* **Bullying & Harassment: There is zero tolerance for bullying or any form of harassment.** These result in detention and referral to the office.
* **The Studio Habits:** Develop Craft, Engage and Persist, Envision, Express, Observe, Reflect, Stretch and Explore, and Understand the Art World. All of these behaviors are crucial to your success in the art room as well as everything else you do. The rubrics for each project are organized by the Studio Habits. Please refer to the additional handout on the Studio Habits for descriptions.
* **Take risks** (safely) and experiment with your artwork. Embrace happy accidents. You won’t learn anything if you don’t explore past your comfort zone.
* **Use of Portable Devices: Cell phone, iPod, iPad, and laptop use is permitted ONLY for research, reference, and music (with headphones only).** Using these devices for any other purpose (such as texting, Facebook, or Snapchat) is strictly prohibited. Texting and misuse of devices will result in a verbal warning, confiscation of the device, and detention, after which you receive a referral to the office and lose the privilege of using your device in class. If you would like to use your device for research or reference, keep it **flat on the table and face-up.**
* **Headphones:** Keepone sideof your headphones **out of your ear** so you don’t miss important information or instructions.
* **Brushes:** You will be given a set of brushes to borrow for painting. Put your name on them with masking tape and a sharpie. These brushes are yours for the semester, and you are responsible for cleaning them and taking care of them. At the end of the semester, you will **turn them in for a grade.**
* **Area & Materials: Everyone is responsible** for their own area and materials. After every class, wipe down your area with cleaning spray and sponges and/or paper towels if necessary. Wash your brushes thoroughly and put all materials back where they belong. This is all part of your grade.
* **End of Class Pile-Up**: Once you have cleaned your area and have gathered your belongings, **do not crowd around the door** while you wait for the bell to ring**.** If you are in the last class of the day, put your chairs up onto the table and listen quietly to the announcements. **Door remains closed.**
* **Binder/Folder:** Copies of all handouts and sketches on loose sheets of paper should go into your class folder. Do not lose these.

**Attendance, Absences, & Tardiness:**

* **Be on time.** If you know you are going to be late, **bring a pass.**
* **First 10 Minutes:** When you arrive in class, **do not leave** for the first 10 minutes of class, or 20-30 minutes if there is a presentation or demonstration. Otherwise you will miss important information.
* **Sign out if you need to leave the classroom.** Take the pass when you leave and return as soon as possible. You may only leave one at a time, so if the pass is gone, you need to wait until it returns.
* **Making Up W0rk**: If you are absent or out of class for any reason, all work must be **made up immediately** upon return. Please bring a note to school signed by a parent/guardian stating the reason that you are not able to make up missed work upon return.
* **Absence Policy:** No more than 4 absences per term. 5th absence results in failing the course.
* **Tardy Policy:** 5 Tardies = 1 unexcused absence. A tardy of 20 minutes or more is considered an absence from class. Repeated tardiness will result in detention.

**Emergency Information & Safety**

* **\*\*\* *THIS ROOM IS NUT-FREE!!!* \*\*\***

For the safety of all students, **do not bring in any food or beverages that contain peanuts or tree nuts.**

* **Evacuation:** Our emergency exit is the **back entrance of the school.**
* **Crisis Lockdown:** Safe areas are in the **cubby corner** (tall red closets) and in the **large walk-in closet.**

**Massachusetts Arts Curriculum Frameworks**

This course meets following standards of the Massachusetts Arts Curriculum Frameworks:

STANDARD 1: Methods, Materials, and Techniques

1.9 Demonstrate the ability to create 2D and 3D works that show knowledge of unique characteristics of particular media, materials, and tools

1.10 Use electronic technology for reference and for creating original work

1.12 Describe and apply procedures to ensure safety and proper maintenance of the workspace, materials, and tools

1.13 Make reasonable choices of 2D and 3D media, materials, tools, and techniques to achieve desired effects in specific projects

STANDARD 2: Elements and Principles of Design

2.12 Apply knowledge of color theory to a project focusing on the use of complementary colors. Be able to use values of colors in wet and dry media to create the illusion of 3D form on a 2D surface

2.13 Use color, line, texture, shape, and form in 2D and 3D work and identify the use of these elements in the compositions of others

2.14 Review systems of visualizing information and depicting space and volume, for example, scale and vanishing point, linear, atmospheric, and isometric perspective; and create works using these systems

2.15 Create artwork that demonstrates understanding of the elements and principles of design in establishing a point of view, a sense of space, or a mood

2.16 Create artwork that demonstrates a purposeful use of the elements and principles of design to convey meaning and emotion

STANDARD 3: Observation, Abstraction, Invention, and Expression

3.8 Create representational 2D artwork from direct observation and from memory that convincingly portrays 3D space and the objects and people within that space

3.9 Create 2D and 3D artwork that explores the abstraction of ideas and representations

3.10 Create 2D and 3D images that are original, convey a distinct point of view, and communicate ideas

STANDARD 4: Drafting, Revising, and Exhibiting

4.10 Demonstrate the ability to develop an idea through multiple stages, responding to criticism and self-assessment

4.11 Maintain a portfolio of artwork that demonstrates a progression of ideas and skills over time

4.16 Organize and present an exhibit of a body of their own work to others

STANDARD 5: Critical Response

5.8 Demonstrate the ability to compare and contrast two or more works of art, orally and in writing, using appropriate vocabulary

5.9 Use published sources, either traditional or electronic, to research a body of work or an artist, and present findings in written or oral form

5.10 Critique their own work, the work of peers, and the work of professional artists, and demonstrate an understanding of the formal, cultural, and historical contexts of the work

**References from the Student Handbook:**

All policies as stated in the student handbook will be in effect. Please review entire handbook.

Expectations for Student Learning

Groton-Dunstable Regional High School students will:

* Demonstrate intellectual curiosity
* Communicate appropriately and precisely
* Engage in critical and creative thinking
* Develop a disciplined work ethic
* Demonstrate respect for self and others

XIX Detention / Teacher Detention: Teachers may assign Teacher Detention for infractions of class rules or violating handbook regulations. Failure to report to teacher detention will result in referral to an administrator for disciplinary action.

By signing below, you acknowledge that you have read, understand, and comply with the course policies and expectations.

**Student Signature:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Date:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Parent Signature:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Date:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Studio Habits of Mind:

From *Studio Thinking* (Hetland, Winner)

These behaviors are important not only for art, but for anything you do. With slight adaptations, these habits and skills apply to any aspect of life or any field that you may decide to go into.

* **Develop Craft**
  + Develop skills using different tools and media
  + Know how to use and care for tools and materials
  + Learn artistic techniques, ideas, elements and principles of design
  + Understand psychology of design, why something “works”
  + Develop motor skills
* **Engage and Persist**
  + Participate in discussions
  + Find and embrace relevant problems (art world and/or personal importance)
  + Make efficient use of time
  + Stay focused: Presentations, demonstrations, and in-class work
  + Persevere when you run into problems; Don’t give up when you get stuck
  + Collaborate with others; Use each other as resources for ideas and information; Work together as a team
* **Envision**
  + Communicate ideas through sketches and preliminary drawings
  + Picture mentally what you can’t observe directly
  + Imagine possible next steps in making a piece
  + Come up with multiple solutions to one problem; Different perspectives
  + Creativity; Ingenuity; Thinking outside the box
* **Express**
  + Create works that convey an idea, concept, feeling, or personal meaning
  + Communicate to an audience through your work
* **Observe**
  + Exercise your right brain: Translate what you see directly onto paper
  + Look more closely: Pay more attention to detail
  + See things differently than others would see them
  + See things that otherwise would not have been seen
* **Reflect**
  + Question, Explain, Evaluate, Communicate
  + Think and talk with others about your own or others’ work (and working process)
  + Judge your own and other’s work (and working process)
  + Critical thinking
  + Make thoughtful decisions
* **Stretch and Explore**
  + Reach beyond your capacity or “limit”
  + Take risks with your work
  + Experiment and explore art techniques and materials beyond your comfort zone
  + Aware of opportunity to learn from mistakes and accidents
* **Understand the Art World**
  + Art history; Where art comes from; Historical context
  + The current practice of art; Contemporary art
  + Understand the art of different cultures, groups, individuals, and communities; why art is important to them
  + Interact with other artists and within community
  + Be familiar with museums; Exposure to art
  + Research