

DESIGN #588

LEVEL: 2 CREDITS: 5.00 GRADE: 10-11 PREREQUISITE: None

This course will familiarize the beginning art student with the elements and principles of design. Students will learn how to construct an artistic composition to show visual movement, mood, form, space, and spatial relationships of objects, proportionate harmony, and overall unity. This course explores design concepts and challenges. In this class, students receive as strong, broad based foundation in the visual arts through instruction in drawing, painting, design, printmaking, and sculpture in a studio setting. The elements and principles of design are emphasized through the communication of ideas and skill development in new and familiar media.

GOAL: Students will use appropriate materials and techniques to convey ideas and concepts in their artwork.

STAND: Visual Arts

STANDARD 1: Media, Materials and Techniques

Students will demonstrate knowledge of the methods, materials, and techniques unique to the visual arts.

OBJECTIVES: The students will be able to:

1. Demonstrate a basic skill ability in the use of dry and wet drawing medium including the quality of line, texture, contour line and shading.
2. Employ the proper medium for the specific application.

BENCHMARKS: By the end of this course students should be able to demonstrate and create art with mediums such as marker, colored pencil, pencil, and tempera paint.

GOAL: Students will exhibit proficiency using the elements and principles of design.

STANDARD 2: ELEMENTS AND PRINCIPLES OF DESIGN

Students will demonstrate knowledge of the elements and principles of design.

OBJECTIVES: The students will be able to:

1. Recognize and define the elements and principals of design.

2. Use the elements and principals of design to create two-dimensional works.
3. Apply knowledge of color theory focusing on projects in primary, secondary, tertiary, complementary, and mono chromatic color schemes.

BENCHMARKS: By the end of this course students should be able to demonstrate basic concepts of design, construct an artistic composition using line, color, texture, visual movement, mood, form, space, and spatial relationships of objects, proportionate harmony and overall unity.

GOAL: Students will demonstrate their powers of observation, abstraction, invention, and expression in a variety of media, materials, and techniques.

STRAND: Visual Arts

STANDARD 3: OBSERVATION, ABSTRACTION, INVENTION, AND EXPRESSION

Students will demonstrate their powers of observation, abstraction, fantasy, and expression in a variety of media, materials, and techniques.

OBJECTIVES: The students will be able to:

1. Create artwork that employs the use of free form symbolic imagery that demonstrates personal invention, and / or conveys ideas and emotions.
2. Create 2D artwork that explores the abstraction of ideas and representations.
3. Create artwork from direct observation and from memory.

BENCHMARKS: At the conclusion of this course students should be able to produce expressive art work that reflects use of the imagination, shows the ability to abstract, and demonstrate observational skills in a 2-D medium.

GOAL: To have students critique self and others, in the process of drafting, and revising artwork in order produce work suitable for exhibition.

STRAND: Visual Art

STANDARD 4: Drafting, Revising, and Exhibiting

Students will demonstrate knowledge of the process of creating their own artwork: drafts, critique, self-assessment, refinement, and exhibition.

OBJECTIVES: Students will be able to:

1. Develop a portfolio representing two terms of work, including all preliminary studies as well as the final end product.
2. Conduct a self- evaluation of his or her portfolio.
3. Use correct artistic vocabulary in the evaluation of the work of peers.
4. Choose and prepare artwork for exhibition, and be able to discuss their choices.

BENCHMARKS: At the conclusion of this course students should understand the importance of preliminary work , be able to critique self and others, choose appropriate work for exhibition and defend their choices.

GOAL: To critique their own work and that of others orally and in writing using proper artistic vocabulary.

STRAND: Visual Art

STANDARD 5: Critical Response

Students will describe and analyze their own work and the work of others, using appropriate visual arts vocabulary; and interpret the meanings of works, citing structural elements and expressive qualities to justify their interpretations.

OBJECTIVES:

1. Use textbooks or the Internet to research a work of art or artist, and present their findings in written or oral form.
2. Critique their own work, the work of others.

BENCHMARKS: At the conclusion of this course students should be able to analyze and assess their own work and the works of others in the areas of content, structure, meaning, and expression, and justify their reasoning both orally and in writing.

TARGET ASSESSMENT:

- A. Portfolio
- B. Observation
- C. Critiques
- D. Tests.

POTENTIAL UNIT AND THEMES COVERED

- I. What is Design?
 - A. Introduction - Examples of student work
2 days
- II. The Elements of Design
 - A. Line
 - 1. Outline
 - 2. Contour
 - 3. Direction
 - 4. Line Variation
 - 5. Vertical & Horizontal
 - 6. Angled (diagonal) Lines
 - 7. Curved Lines
 - 8. Implied Lines
 - B. Color
 - 1. Color Wheel
 - a. Primaries
 - b. Secondary
 - c. Intermediates
 - 2. Properties of Color
 - a. Hue
 - b. Value
 - c. Intensity
 - d. Warm & Cool
 - e. Monochromatic

C. Value

1. Light
2. Dark
3. Contrast
4. To Show Depth

D. Shape and Form

1. Categories of shape
 - a. curved and angular
 - b. positive and negative

E. Space

1. Two- Dimensional space
2. Positive and negative space
3. The picture plane
4. The space around things
5. Deep space
6. Shallow space

F. Texture

1. Surface qualities
 - a. real textures (actual)
 - b. implied textures (simulated and invented)
2. Light and texture

III. The Principles of Design

A. Balance

1. Symmetrical balance (formal)
2. Approximate symmetry
3. Asymmetrical balance (informal)
4. Radial balance

B. Unity

1. Dominance and subordination
2. Repetition of visual units
 - a. simple regularity
 - b. alternation
 - c. inversion
 - d. radiation

C. Contrast

1. Natural and man made
2. Kinds of Contrast
 - a. line
 - b. shape and form
 - c. texture
 - d. color
 - e. light and dark

D. Emphasis

1. Through simplicity
2. By placement or grouping of objects
3. Through value and color contrast
4. By subordination of backgrounds
5. By isolation of subject matter
6. Through the unusual or unexpected
7. By size, proportion, repetition, and number.

E. Pattern

1. Basic
 - a. motifs and repeats
 - b. grids
 - c. half-drop or alternating pattern
 - d. radial pattern
 - e. borders and bands
 - f. rhythmical patterns
2. Pattern and Nature

F. Movement and Rhythm

1. Implied action
2. Vertical movement
3. Horizontal movement
4. Diagonal movement
5. Color movement
6. Regular rhythm equals pattern
7. Irregular rhythm equals the unexpected

SUGGESTED INTEGRATION ACTIVITIES:

1. Make designs based on drawings of the tools and equipment used in physics, biology, and chemistry.
2. Study designs found in nature, biological and chemical.
3. Explore the use of symbols for representing scientific concepts.
4. Explore how "tessellation's" found in geometry, can be used in design.
5. Explore the mathematical principles of the Golden Rectangle and Triangle have been used by artists on composition design.

ASSESSMENT:

1. Project grade based on quality, concentration, and application of concept.
2. Group critique and portfolio review.