

# ART DEPARTMENT

The Unit 5 Art Department encourages all students to take at least one art class. The high school art program has grown to include courses for the students with strong skills and aptitude as well as those students who merely have a casual interest. There are sequenced courses along with non-sequenced classes. In all of the classes, individuality of expression is promoted.

## The sequenced courses are...



Drawing and Painting I

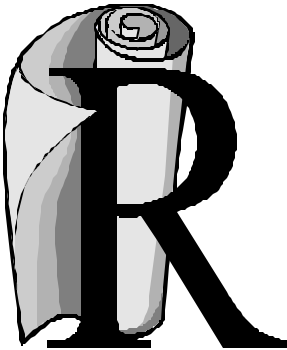
Drawing and Painting II

Ceramics and Sculpture I

Ceramics and Sculpture II

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## The non-sequenced courses are...

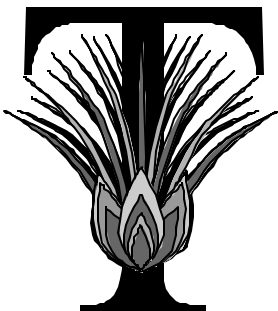


Commercial Art

Contemporary Crafts

Photography

Desktop Publishing  
(offered for Art or English credit)



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## The advanced courses are...

Advanced Studio I

Advanced Studio II

# ART

## **ART 051/052 CONTEMPORARY CRAFTS (Semester 1/2 Credit) (9, 10, 11, 12)**

Contemporary Crafts is designed for students to learn basic art skills while creating functional works of art with emphasis placed on craftsmanship and creativity. This course focuses on the design and production of artwork, but also encompasses art history, aesthetics, and art criticism. This course will be offered both semesters.

## **ART 101/102 COMMERCIAL ART (Semester 1/2 Credit) (9, 10, 11, 12)**

Commercial Art is designed to give students an introduction to the world of commercial art. Students will learn to create Commercial Art using the same tools and techniques as professional designers. The course divides commercial art into three areas: 1) Page layout, 2) Digital illustration, and 3) Photo enhancing. Students will learn to use professional software applications in those three areas. Students will gain experience useful in careers in journalism, graphic design, photography, printing, and communications. This course will be offered both semesters. Upon successful completion of this course, students may take Desktop Publishing or Advanced Art Studio I for more advanced graphic design experiences.

## **ART 151/152 DRAWING & PAINTING I (Semester 1/2 Credit) (9, 10, 11, 12)**

This course will focus on a variety of drawing and painting methods and techniques to help students develop their basic skills in Drawing and Painting. Students will review the elements and principles of design and support those concepts with historical and cultural examples. This introduction will allow students to find individual areas of interest, so they can further pursue those areas of interest. This course will be offered both semesters.

## **ART 161/162 DRAWING & PAINTING II (Semester 1/2 Credit) (9, 10, 11, 12)**

### ***Prerequisite: Drawing & Painting I***

Drawing and Painting II focuses on allowing students the opportunity to expand on areas they learned about in Drawing and Painting I. The course introduces students to more complex Drawing and Painting tools, techniques and media. This course continues to include art history, aesthetics, criticism and production. Students will find themselves doing more independent problem solving. The course is designed for students who want to continue their painting and drawing experience. This course will be offered both semesters.

## **ART 201 CERAMICS & SCULPTURE I (Semester 1/2 Credit) (9, 10, 11, 12)**

This course will review elements and principles of design as they relate to three-dimensional problem solving. Students will work with a variety of media and learn the basic skills used to create three-dimensional artwork. Concepts will be supported with artwork from other cultures and historical periods. This course will be offered first semester only.

## **ART 202 CERAMICS & SCULPTURE II (Semester 1/2 Credit) (9, 10, 11, 12)**

### ***Prerequisite: Ceramics & Sculpture I***

This course will allow students an opportunity to expand on what they learned in Ceramics & Sculpture I. The course introduces students to more complex Ceramics and Sculpture tools, techniques and media. This course continues to include art history, aesthetics, criticism and production. Students will find themselves doing more student directed problem solving and study. This course will be offered second semester only.

## **ART 251/252 ADVANCED ART STUDIO I (Semester 1/2 Credit; Yearly 1 Credit) (10, 11, 12)**

### ***Prerequisite: Drawing & Painting I and II, or Ceramics and Sculpture I and II***

Advanced Art Studio I is a full-year course. This course will allow students to further their artmaking abilities in creating two- and three-dimensional artworks. Students will utilize the elements of art and principles of design and support those concepts with historical and cultural examples. Students will create a portfolio of artwork.

## **ART 301/302 ADVANCED ART STUDIO II (Semester 1/2 Credit; Yearly 1 Credit) (11, 12)**

### ***Prerequisite: One Semester of Advanced Art Studio I***

After completing two semesters of Advanced Art Studio I, students may take Advanced Art Studio II for a full year. This course continues to include art history, aesthetics, criticism and production using two-and three-dimensional materials. Students will build upon prior art knowledge to engage in more complex decision making. They will analyze and evaluate their own artworks and the artworks of others. Students will develop an artistic style as they communicate visually in response to the world around them. Students will complete their art portfolio.



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## **ART 351/352 PHOTOGRAPHY (Semester 1/2 Credit) (11, 12)**

In this course, black and white photography will be taught as a form of visual communication. Students will learn to use a 35mm manual camera, develop film and develop black and white photographs in the darkroom. No prerequisite is required, however it is suggested that students have some kind of art or design related background. The photography course will follow a prescribed outline with the majority of the work being confined to the classroom.

## **ART 963 DESKTOP PUBLISHING/ ENG 963 YEARBOOK I (Yearly 1 Credit) (10, 11, 12)**

*Prerequisite: C or Above in English Courses or Recommendation of the Instructors (depending on department in which credit is sought)*

♦Students can earn English elective credit (1) or Art elective credit (1) for fulfilling high school graduation requirements.

♦Sign up for ART 963 if for Art credit; sign up for ENG 963 if for English credit.

Course content is designed to combine English communications skills with graphic art, photography, design and computer skills, all in a team-taught setting. Students will study how to interview, research, organize and write stories for publication. Students will also learn graphic art concepts, as well as how to use desktop publishing software to design a publication. Emphasis will be on hands-on training as students will be responsible for producing the high school yearbook. Because of its production nature, students in the course should be able to work independently on assignments and to meet deadlines and work outside of class to complete all the tasks necessary in publishing a yearbook. The course is designed for students interested in writing for publication, as well as students who are interested in exploring the computer graphic arts field.

## **ART 973 DESKTOP PUBLISHING/ ENG 973 YEARBOOK II (Yearly 1 Credit) (11, 12)**

*Prerequisite: Desktop Publishing/Yearbook I*

♦Students can earn English elective credit (1) or Art elective credit (1) for fulfilling high school graduation requirements. Students in this course may serve as part of the Editorial Board of the yearbook. They will also take on the additional planning, writing, designing and supervising tasks required of editors.

## **ART 983 DESKTOP PUBLISHING/ ENG983 YEARBOOK III**

**(Yearly 1 Credit) (12)**

*Prerequisite: Desktop Publishing/Yearbook I and II*

♦Students can earn English elective credit (1) or Art elective credit (1) for fulfilling high school graduation requirements. Students in this advanced level Desktop Publishing class may assume the positions of greatest responsibility on the Yearbook Editorial Board. They will be ultimately responsible for all production aspects of the school yearbook. They will also perfect their skills in additional phases of Desktop Publishing, including special graphics and drawing programs.

