

LEVEL: 9-12	COURSE NAME: 2D STUDIO ART 1	COURSE NUMBER: 0101300	
Course Description: Students experiment with the media and techniques used to create a variety of two-dimensional (2-D) artworks through the development of skills in drawing, painting, printmaking, collage, and/or design. Students practice, sketch, and manipulate the structural elements of art to improve mark making and/or the organizational principles of design in a composition from observation, research, and/or imagination. Through the critique process, students evaluate and respond to their own work and that of their peers. This course incorporates hands-on activities and consumption of art materials.			
UNITS:	DRAWING	LEARNING GOAL	RECOMMENDED PACING GUIDE
	Artwork dominately rendered on a two-dimensional surface and can range from the highly rendered, stylized, observational, and gestural. Examples: pencil, ink, charcoal, pastel, crayon, scratchboard, marker.	Investigate and create 2D works using a variety of drawing media and techniques.	Produce 3-4 drawings using a variety of media and techniques.
	PAINTING	LEARNING GOAL	RECOMMENDED PACING GUIDE
	Artwork dominately created by applying pigment to a two-dimensional surface. Examples: oil, acrylic, watercolor, gouache, tempera, ink, encaustic, fresco, spray paint.	Investigate and create 2D works using a variety of drawing media and techniques.	Produce 3-4 paintings using a variety of media and techniques.
	PRINTMAKING	LEARNING GOAL	RECOMMENDED PACING GUIDE
	Artwork made by transferring ink from a prepared surface onto paper or another flat surface. Examples: woodcut/linocut, monotype, intaglio, lithography, etching, silkscreen printing, collograph.	Investigate and create 2D works using a variety of printmaking media and techniques.	Produce 2-3 works using two of the printmaking techniques.
MIXED MEDIA	LEARNING GOAL	RECOMMENDED PACING GUIDE	
Artwork dominately made from more than one non-traditional medium on a two-dimensional surface. Examples: collage, assemblage, cut paper, handmade paper, batik, fiber-based art, fine art books.	Investigate and create 2D works dominately made from more than one non-traditional medium on a two-dimensional surface.	Produce 2-3 artworks using mixed media techniques.	
ESSENTIAL QUESTION	How do the principles of design guide your thought-making process in creating a work of art?		
Vocabulary	Elements: line, shape, form, value, color, texture, space, Principles: Pattern, contrast, unity, movement, rhythm, emphasis, balance, outline, contour, implied line, expressive line, hatching, cross-hatching, stippling, organic shape, geometric shape postive shape/space, negative shape/space, highlight, cast shadow, reflective light, thumbnail sketch, background, middle ground, foreground, overlapping, picture plane, composition, color scheme, primary, secondary, warm, cool, completmentary, monochromatic, analogous, intermediate/tertiary, tint, shade, hue, intensity, craftsmanship, plagiarism, appropriation, copyright		

Two-Dimensional Studio Art 1 (#0101300)

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Name	Description
VA.912.C.1.4:	Apply art knowledge and contextual information to analyze how content and ideas are used in works of art. e.g., symbolism, spatial relationship
VA.912.C.1.6:	Identify rationale for aesthetic choices in recording visual media. e.g., two-, three-, and four-dimensional media, motion or multi-media
VA.912.C.2.1:	Examine and revise artwork throughout the art-making process to refine work and achieve artistic objective.
VA.912.C.2.4:	Classify artworks, using accurate art vocabulary and knowledge of art history to identify and categorize movements, styles, techniques, and materials.
VA.912.C.3.1:	Use descriptive terms and varied approaches in art analysis to explain the meaning or purpose of an artwork. e.g., four-step method of art criticism, visual-thinking skills, aesthetic scanning
VA.912.C.3.5:	Make connections between timelines in other content areas and timelines in the visual arts.
VA.912.C.3.6:	Discuss how the aesthetics of artwork and utilitarian objects have changed over time. e.g., Native American blanket or Roman helmet and breastplate crafted for functionality, now exhibited as art
VA.912.S.1.3:	Interpret and reflect on cultural and historical events to create art. e.g., texts, visual media, Internet, museums, Florida history, Holocaust, African American history
VA.912.S.1.4:	Demonstrate effective and accurate use of art vocabulary throughout the art-making process.
VA.912.S.2.2:	Focus on visual information and processes to complete the artistic concept.
VA.912.S.2.5:	Demonstrate use of perceptual, observational, and compositional skills to produce representational, figurative, or abstract imagery.
VA.912.S.2.6:	Incorporate skills, concepts, and media to create images from ideation to resolution. e.g., structural elements of art, organizational principles of design, breadth
VA.912.S.3.10:	Develop skill in sketching and mark-making to plan, execute, and construct two-dimensional images or three-dimensional models. e.g., drawing: complex composition; architectural rendering: plans and models; sculpture: carving
VA.912.S.3.3:	Review, discuss, and demonstrate the proper applications and safety procedures for hazardous chemicals and equipment during the art-making process. e.g., electric drill, carving and cutting tools, paper cutter, kiln, Material Safety Data Sheets (MSDS) labels: glazes, chemicals, etching solutions

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VA.912.S.3.4:	Demonstrate personal responsibility, ethics, and integrity, including respect for intellectual property, when accessing information and creating works of art. e.g., plagiarism, appropriation from the Internet and other sources
VA.912.S.3.7:	Use and maintain tools and equipment to facilitate the creative process. e.g., sewing machine, pottery wheel, kiln, technology, printing press, hand tools
VA.912.S.3.8:	Develop color-mixing skills and techniques through application of the principles of heat properties and color and light theory. e.g., media: ceramics, glass, wet, dry, digital
VA.912.O.1.1:	Use the structural elements of art and the organizational principles of design in works of art to establish an interpretive and technical foundation for visual coherence.
VA.912.O.2.2:	Solve aesthetic problems, through convergent and divergent thinking, to gain new perspectives.
VA.912.O.3.1:	Create works of art that include symbolism, personal experiences, or philosophical view to communicate with an audience.
VA.912.H.1.2:	Analyze the various functions of audience etiquette to formulate guidelines for conduct in different art venues.
VA.912.H.1.5:	Investigate the use of technology and media design to reflect creative trends in visual culture.
VA.912.H.1.9:	Describe the significance of major artists, architects, or masterworks to understand their historical influences.
VA.912.H.2.1:	Identify transitions in art media, technique, and focus to explain how technology has changed art throughout history.
VA.912.H.3.2:	Apply the critical-thinking and problem-solving skills used in art to develop creative solutions for real-life issues. e.g., facts, ideas, solutions, brainstorming, field testing
VA.912.F.1.3:	Demonstrate flexibility and adaptability throughout the innovation process to focus and re-focus on an idea, deliberately delaying closure to promote creative risk-taking.
VA.912.F.2.1:	Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings.
VA.912.F.3.4:	Follow directions and use effective time-management skills to complete the art-making process and show development of 21st-century skills. e.g., punctuality, reliability, diligence, positive work ethic
LAFS.910.WHST.2.4:	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.