

<b>Semester Overview</b>	
<b>Course Description:</b>	<i>This course is designed to provide students the opportunity to explore a wide variety of media. Projects will be based on the elements of art, extending to include complete composition using the principles of design, building a foundation for the more advanced classes offered. A variety of media will be explored including but not limited to pencil, colored pencils, watercolor and tempera paint, clay, collage, and 3D building process. Connections made to historical as well as contemporary art and artists.</i>
<b>Essential Questions</b>	<p>What is art and why is it created?</p> <p>What are the safe and responsible ways to handle art materials and why should I use them?</p> <p>What are the elements of art and principles of design and how can they be used?</p> <p>How do I plan and execute a creative project?</p>
<b>Standards/ Outcomes</b>	<p>Create</p> <p>HS Proficient: VA:Cr1.1.1a Use multiple approaches to begin creative endeavors.            HS Proficient: VA:Cr2.1.1a Engage in making a work of art or design without having a preconceived plan.            HS Proficient: VA:Cr3.1.1a Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on, and plan revisions for works of art and design in progress.</p>
	<p>Presenting</p> <p>HS Proficient: VA:Pr4.1.1a Analyze, select, and curate artifacts and/or artworks for presentation and preservation.</p>
	<p>Responding</p> <p>HS Proficient: VA:Re9.1.1a Establish relevant criteria in order to evaluate a work of art or collection of works.            HS Proficient: VA:Re8.1.1a Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts.</p>
	<p>Connecting</p> <p>HS Proficient: VA:Cn10.1.1a Document the process of developing ideas from early stages to fully elaborated ideas.</p>
<b>Curriculum Materials</b>	Art consumables, electric kilns, color wheels
<b>Supplemental Materials</b>	Weekly art history review, Textbook: <i>The Visual Experience</i> , Textbook: <i>Design Basics 2D and 3D</i>
<b>Assessments</b>	Project based assessment, SGM pre and posttest on elements and principles