

We will work with in-class lecture from the Art book Navarro College has designated. Notes are expected but the book will not required by the student.

REVEL for Prebles' Artforms -- Access Card, 11th Edition

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Printed copy is available too.

**SCHOOLGY STUDENT CODE FOR MY CLASS:**

If you do happen to miss a day the full lectures will be displayed here throughout the year.

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**Class Culture**

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The culture / environment in my classroom is centered around learning by doing, developing creativity, gaining confidence, and having fun along the way! Not only will we learn STEM/TEKS concepts, but I hope to foster in you a love for learning art. We will also focus on developing 'life' skills, including skills related to teamwork, professional communication, project management, and problem solving. My classes are rigorous, and my expectations are high, but the rewards are great!

**Introduction and Rationale for the Course:**

A general introduction to the visual arts designed to create an appreciation of the vocabulary, media, techniques, and purposes of the creative process. Students will critically interpret and evaluate works of art within formal, cultural, and historical contexts.

**Course Description**

Art 1 is designed to give each student an introduction to the visual arts. If you apply the skills studied as part of this course you will be able to improve your abilities in the visual arts. How much growth you will see depends on how much you are willing to apply yourself and how self-motivated you are to go beyond the exercises.

Lecture, Group Activities, PowerPoint Presentations, Papers, Museum Visit, Art Activities, Tests

The course of study includes:

Introduction to the ARTS: Elements and Principles of design, evaluation of works, practical uses of media, and art history (basic lecture before each unit and class depending on the day exercises).

Unit One: Intro to Drawing

Unit Two: Intro to Two-Dimensional Design

Unit Three: Intro to Painting

Unit Four: Intro to Printmaking

Unit Five: Intro to Three-Dimensional Design and Sculpture

### **Classroom Rules**

1 Safety is our first priority! Therefore, all lab rules must be strictly followed. Students must be signed off to use tools and equipment!

2. Respect Property:

- Use furniture properly.
- Please dispose of trash whether it is yours or not.
- Please ensure all supplies / tools are put up in their designated 'home' neatly.
- Please do not disturb items around or in my desk, and my teacher laptop is strictly off limits.

3. Eye contact is important, both with me and your classmates. Therefore, for the duration of class, all hair must be kept away from your eyes.

4. The teacher dismisses class.

5. Computers will be used for academic purposes during designated times only. Proper electronic etiquette will be used when someone is speaking. Also, no games are ever allowed in my lab– no exceptions!

6. Please dispose of food, trays, and food packages in the trash can OUTSIDE my room. Eating in my room is a privilege, not a right.

NOTE: Student "visitors" will not be allowed to work in / enter my room while another class is in session.

### **Classroom Procedures**

1. Everyone must participate. This is the only way our class will reach its full potential as a team.

2. Respect others even when it requires *intentional* effort. We will work as a team in my class.

3. Units must be shown, and the steps used for all solutions must be neatly recorded.
4. Your notes / book should be your first resource for questions. Your second resource is your team.
5. Please bring all required materials to class each day.

### **Course Structure and Evaluation**

It is important that students take thorough notes since their notes will be their main source of information (not a textbook), and it is vital that students come to class prepared - with all required supplies and a focus on learning. Periodically, I will conduct unannounced checks on journals and portfolios.

We will explore the arts through exciting activities and exercises that will allow a deeper understanding of the concepts being learned. Most exercises work can be completed in class, but the student is expected to continue this work outside the classroom as homework. A detailed design brief, grading rubric, and the exercises due date will be supplied upfront so that expectations are clear. All projects will incorporate criteria centered on creativity, documentation, mathematical computations / connections, and time quality. In addition, they will all conclude with a presentation. Peer evaluations and progress checks will also factor in to a student's project grades. Finally, we will periodically take time to stop and reflect on our learning. Thorough written reflections will be completed and graded.

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### **Absences**

If possible, work missed due to absences should be picked up and attempted before returning to class so the student better connects with the new lessons.

Any exercises work that spans two weeks or longer should be turned in the day it is due. If a student is absent on that day, they must turn it in early, email it to me by their scheduled presentation time, or find a way to transport their project to school by their scheduled presentation time. This is especially important if the project is a team based assignment.

### **Grading Policy**

Mandated by District

**\*This syllabus may change at the teacher's discretion\***