

<p><u>Unit 1</u> <i>Animal Drawing</i></p>	<p>Students will become skilled at drawing animals by identifying and breaking down the animal form into simple shapes. They will apply their skills of siting and applying value and shading to make their drawings look more realistic. Students will learn by reflecting on their work and refining their skills needed to accurately depict their animals.</p> <p>Profile of a Graduate Capacities: Self-Awareness, Decision Making</p>
<p><u>Unit 2</u> <i>Clay Animal Sculptures</i></p>	<p>Students will become skilled at taking a basic 2 dimensional shape and creating a 3 dimensional form. They will apply their skills of hand building techniques (pinch and coil) and applying texture to form their animals. The students will learn by practicing, modeling after teacher demonstrations, and experimentation.</p> <p>Profile of a Graduate Capacities: Product Creation, Design</p>
<p><u>Unit 3</u> <i>3 Dimensional Mixed Media Sculpture</i></p>	<p>Students will become skilled at using different book construction techniques. They will apply these skills as they design a book (3 dimensional) that represents themselves in some way. Students will learn by practicing and refining certain techniques they have chosen to use</p> <p>Profile of a Graduate Capacities: Product Creation, Self-Awareness</p>

Grade 7 Visual Art Curriculum Overview

2021-2022

<p><u>Unit 1</u> <i>Surrealist Drawing</i></p>	<p>Students will create a drawing based on the characteristics of Surrealism. They will apply symbolism, juxtaposition, scale change, and levitation in a portrait drawing. Students will learn by studying the art works by various Surrealists and by critiquing examples of student artwork.</p> <p>Profile of a Graduate Capacities: Design, Self-Awareness</p>
<p><u>Unit 2</u> <i>Papermaking</i></p>	<p>Students will study the color wheel and identify various color schemes. They will apply this knowledge when they create handmade paper with different recycled materials. The students will learn by using a hands on approach of collaging using a chosen color scheme(s).</p> <p>Profile of a Graduate Capacities: Design, Self-Awareness</p>
<p><u>Unit 3</u> <i>Character Invention</i></p>	<p>Students will learn how to create a 3 dimensional form from a 2 dimensional idea. They will apply their understanding and techniques by inventing a character and will write a story about it. Students will learn by looking at the work of various animators, developing appropriate ideas for character development, and other hands on drawing activities.</p> <p>Profile of a Graduate Capacities: Design; Self-Awareness</p>

Grade 8 Visual Art Curriculum Overview

2021-2022

<p><u>Unit 1</u> <i>Art Form Focused on Pop Art</i></p>	<p>Students will focus on using popular culture for the influence of their design. The final artwork will be created in a 3 dimensional form. Students will learn by studying works by Claus Oldenburg and VanBruggen.</p> <p>Profile of a Graduate Capacities: Idea Generation, Product Creation</p>
<p><u>Unit 2</u> <i>Clay Vessel</i></p>	<p>Students will individually use their prior experience and an examination of possibilities to identify a pottery form to be the basis of the unit. They will apply their learning through the creation of the vessel they chose to make. Students will learn by drawing and refining in their sketchbook to focus on symmetry and scale, developing a template, and using a banding wheel to conform to a given shape.</p> <p>Profile of a Graduate Capacities: Design, Self-Awareness</p>
<p><u>Unit 3</u> <i>Geometric Design Painting</i></p>	<p>Students will learn how to construct a geometric painting from two different viewpoints. They will apply their knowledge of painting geometric shapes using appropriate tools and colors to develop an optical illusion. Students will learn by examining key works from Robert Delaunay and Piet Mondrian to influence their use of shape and color.</p> <p>Profile of a Graduate Capacities: Design, Self-Awareness</p>

Drawing Curriculum Overview

2021-2022

<p><u>Unit 1</u> <i>Drawing Dynamics</i></p>	<p>Students will become skilled in the fundamentals of drawing from observation by engaging in a series of dynamic drawing exercises aimed at developing their perceptual abilities. They will apply their observational drawing techniques to demonstrate skills in spatial relationships, gesture drawing, sighting and measuring for proportion and practical perspective. Students will learn by teacher demonstration and guided practice using exercises from <i>Drawing on the Right Side of the Brain</i>: Betty Edwards, to practice and hone their observational skills.</p> <p>Profile of a Graduate Capacities: Design, Self-Awareness</p>
<p><u>Unit 2</u> <i>You Can Draw!</i></p>	<p>Students will become skilled at rendering values, planning and creating compositional studies, and creating a large, fully rendered still life drawing. They will apply various drawing techniques, to create a well composed and fully rendered still life drawing comprised of several objects. Students will learn through guided practice intended to reinforce skills previously learned.</p> <p>Profile of a Graduate Capacities: Design, Self-Awareness</p>
<p><u>Unit 3</u> <i>Color Dynamics</i></p>	<p>Students will become skilled at the design elements of color, shape and textures and their application to drawing and printmaking processes. They will apply their knowledge of color and composition to create a color collagraph print. Students will learn by color mixing, basic composition, and collagraph plate preparation through guided practice. Following a printmaking demonstration</p> <p>Profile of a Graduate Capacities: Design, Product Creation, Self-Awareness</p>
<p><u>Unit 4</u> <i>How to Draw a Selfie</i></p>	<p>Students will explore formal lighting patterns, frontal portrait proportions, and rendering facial features. They will apply their portrait drawing skills in a fully rendered, frontal Self- Portrait using renaissance grid technique. Students will learn through a series of guided practice exercises and teacher demonstration</p> <p>Profile of a Graduate Capacities: Design, Product Creation, Self-Awareness</p>

Drawing Studio Curriculum Overview

2021-2022

<p><u>Unit 1</u> <i>Drawing Dynamics Revisited</i></p>	<p>Students will engage in a series of short term drawing activities to reinforce prior learning from the first Drawing class (gesture, sighting and measuring, working with charcoal.) They will apply observational drawing skills to render the human skeleton or figurative plaster models. Students will learn by engaging in drawing activities that will reinforce prior learning and will develop their ability to draw the human figure.</p> <p>Profile of a Graduate Capacities: Design, Collective Intelligence, Self-Awareness</p>
<p><u>Unit 2</u> <i>Perspective with the Figure</i></p>	<p>Students will develop a working knowledge of the basic concepts of one and two point perspective and how to incorporate a figure. They will apply their knowledge of perspective to render a one or two point, interior or exterior space drawing with a human figure. Students will learn through a series of practice exercises and guided practice.</p> <p>Profile of a Graduate Capacities: Design, Product Creation, Self-Awareness</p>
<p><u>Unit 3</u> <i>Rendering in Color</i></p>	<p>Students will experiment with rendering form in color. They will apply color theory to create artworks that employ atmospheric perspective and color temperature to influence their work and create an illusion of depth. Students will learn through guided practice that builds on prior knowledge of basic color mixing.</p> <p>Profile of a Graduate Capacities: Design, Idea Generation, Product Creation, Self-Awareness</p>
<p><u>Unit 4</u> <i>Expressive, 3/4 View Portrait</i></p>	<p>Students will learn how to fearlessly approach drawing the human head in 3/4 view. Students will apply the rules of portraiture and their technical drawing skills to create a large scale, reductive drawing of an expressive portrait. Students will learn through a series of exercises to develop their comfort level and proficiency with drawing the human head in multiple positions and varying degrees of the 3/4 view.</p> <p>Profile of a Graduate Capacities: Design, Collective Intelligence, Product Creation, Self-Awareness</p>

Painting Studio Curriculum Overview

2021-2022

<p><u>Unit 1</u> <i>Monochromatic Master Copy</i></p>	<p>Students will become skilled at the fundamentals of mono- chromatic paint mixing. They will apply painting skills in the studio to create an observational copy of a master Impressionist/post impressionist landscape for their portfolio and display. Students will learn by following the creative cycle approach, paint mixing practice, creating thumbnails of main masses, and transfer of main masses to final canvas to complete canvas.</p> <p>Profile of a Graduate Capacities: Design; Collective Intelligence, Self-Awareness</p>
<p><u>Unit 2</u> <i>Painting the Classical Portrait</i></p>	<p>Students will develop a working knowledge of the fundamentals of portrait painting with a limited classical palette. They will apply their painting skills and knowledge of classical color mixing techniques to create a traditional 3/4 portrait. Students will learn how to compose and transfer portrait directly to canvas and block in a classical grisaille in Burnt Sienna (monochromatic under-painting) and subsequent layering of paint color, value, and temperature with a classical pallet.</p> <p>Profile of a Graduate Capacities: Design; Collective Intelligence, Self-Awareness</p>
<p><u>Unit 3</u> <i>Impressionist Landscape</i></p>	<p>Students will explore and practice the fundamentals of impressionist, high key color paint mixing. They will apply these painting skills to create an observational Impressionist landscape painting. Students will learn by engaging in guided practice of high key color palette set up and initial spectral grisaille layin.</p> <p>Profile of a Graduate Capacities: Design; Collective Intelligence, Self-Awareness</p>

Commercial Photography Curriculum Overview

2021-2022

<p><u>Unit 1</u> <i>Portraiture/Fashion</i></p>	<p>Students will become skilled at using basic functions of a DSLR camera and studio strobe equipment. They will apply their camera skills and studio lighting skills through portraiture that will be displayed on a website. Students will learn by using the creative cycle and collaborating with other students in the photography studio in order to create a well refined product.</p> <p>Profile of a Graduate Capacities: Design, Self-Awareness</p>
<p><u>Unit 2</u> <i>Food Photography</i></p>	<p>Students will use food as the subject for their still-life and macro designs. They will apply their studio skills through their use of lighting design techniques and compositional ideas in their food photography portfolio. Students will learn by using the creative cycle and collaborating with other students in the photography studio in order to create a well refined product.</p> <p>Profile of a Graduate Capacities: Design, Collective Intelligence</p>
<p><u>Unit 3</u> <i>Product Advertising</i></p>	<p>Students will both explore how advertisers use photography to help sell their product. They will apply their understanding of the camera and lighting techniques to create their own advertising campaign which can be displayed in magazines, websites, and other forms of social media. Students will learn through hands on activities using the camera, lighting techniques, and product design.</p> <p>Profile of a Graduate Capacities: Design, Product Creation</p>

Short Film Curriculum Overview

2021-2022

<p><u>Unit 1</u> <i>Let's Go to the Movies</i></p>	<p>Students will be introduced to the basics of film making, including camerawork and composition. They will apply this knowledge to the creation of a film as well as analyzing the work of a given director. Students will learn through the collaborative creation of an original mini film as well as analysis of professional films.</p> <p>Profile of a Graduate Capacities: Analyzing; Idea Generation; Collective Intelligence</p>
<p><u>Unit 2</u> <i>The Screenplay's the Thing!</i></p>	<p>Students will learn how to format and write a screenplay. They will work collaboratively to adapt a story to the style of their chosen director. Students will learn by applying their stylistic findings to the development of a script which shows the influence of their chosen director to create a unique product.</p> <p>Profile of a Graduate Capacities: Collective Intelligence, Analyzing, Design</p>
<p><u>Unit 3</u> <i>Rolling...and...ACTION!</i></p>	<p>Students will learn how to operate cameras and sound equipment. They will apply their skills to filming their original screenplay. They will learn by developing and following a shooting schedule, logging their progress, and reviewing footage for quality before editing their film to completion.</p> <p>Profile of a Graduate Capacities: Collective Intelligence; Product Creation; Self-Awareness</p>
<p><u>Unit 4</u> <i>World Premier</i></p>	<p>Students will prepare a group presentation which explains and expounds on their creative process. They will apply what they have learned and developed from the beginning of the course through this "world premiere" event. They will conclude their presentation with the viewing of their short film followed by an interactive "talk-back" session with the class.</p> <p>Profile of a Graduate Capacities: Collective Intelligence, Product Creation</p>

Sculpture Curriculum Overview

2021-2022

<p><u>Unit 1</u> <i>Modeling an Animal form</i></p>	<p>Students will be introduced to the fundamentals of direct observation sculpting. They will apply these skills by sculpting 3 dimensional animal forms. Students will learn by teacher instruction, modeling, and ongoing formative assessment and critique.</p> <p>Profile of a Graduate Capacities: Design, Self-Awareness</p>
<p><u>Unit 2</u> <i>Wheel Thrown</i></p>	<p>Students will be introduced to the fundamentals of wheel throwing to create symmetrical forms on the wheel. Students will apply their skills through sketching, and practicing wheel throwing techniques. They will learn by viewing demonstrations, practicing and refining their techniques, and studying other artists who produce wheel thrown forms</p> <p>Profile of a Graduate Capacities: Idea Generation, Design</p>
<p><u>Unit 3</u> <i>Clay Bust</i></p>	<p>Students will be introduced to how artists create representations of the animal bust. Students will apply their skills using the slab method to create a clay animal bust. They will learn through teacher demonstrations, practicing techniques, and analyzing and refining their product.</p> <p>Profile of a Graduate Capacities: Product Creation, Decision Making</p>
<p><u>Unit 4</u> <i>Assemblage</i></p>	<p>Students will be introduced to different sculptors that use the assemblage techniques. They will demonstrate their understanding and skills by creating an assemblage using non ceramic based materials. They will learn through exploration of different artists' styles, materials, and construction methods</p> <p>Profile of a Graduate Capacities: Design, Product Creation</p>