2D Studio Art 1

Visual Art- Year at a Glance
M/J Two-Dimensional Studio Art 1
Course # # 0101010

A Note to Parents: This course is a year-long course. In this document, the standards have been broken into six categories over four quarters: Investigation, Artistic Development, Application/Reflection and Vocabulary/Technology. Students will address the course's standards through the study and production of art in the following possible categories/mediums: Drawing, Painting, Printmaking, Collage and Photography.

Please note: the units of study listed below indicate the course sequence. Instructional pacing may vary.

Course Description

Students explore media and techniques used to create a variety of 2-D artworks through developing skills in drawing, painting, printmaking, and collage. Students practice, sketch, and manipulate the structural elements of art. Investigation of artworks from Western and non-Western cultures provide a means for students to expand their understanding and appreciation of the role of art in global culture. Student artists use an art criticism process to evaluate, explain, and measure artistic growth in personal or group works. This course incorporates hands-on activities and consumption of art materials.

CPALM Link

M/J Two-Dimensional Studio Art 1: https://www.cpalms.org/PreviewCourse/Preview/4661

	Unit of Study	
Quarter 1 Aug 10 - Oct 12	*Investigation*	• Identify qualities of exemplary artworks that are evident and transferable to the judgment of personal work. • Examine artworks to form ideas and criteria by which to judge/assess and inspire personal works and artistic growth. • Incorporate accurate art vocabulary during the analysis process to describe the structural elements of art and organizational principles of design. • Make connections between the structural elements of art and the organizational principles of design to understand how artwork is unified. • Identify suitable audience behavior needed to view or experience artworks found in school, art exhibits, museums, and/or community cultural venues. • Describe the rationale for creating, collecting, exhibiting, and owning works of art.
Quarter 2 Oct. 13 – Dec 22	*Artistic Development*	• Use non-traditional thinking and various techniques to create two-, three-, and/or four-dimensional artworks.

		• Follow directions and complete art tasks in a timely manner to show development of 21st-century skills. • Use media, technology, and other resources to derive ideas for personal art-making. • Use visual-thinking and problem-solving skills in a sketchbook or journal to identify, practice, develop ideas, and resolve challenges in the creative process.
Quarter 3 Jan 11 - Mar 11	*Artistic Application and Reflection*	• Organize the structural elements of art to achieve artistic goals when producing personal works of art. • Use two-dimensional or three-dimensional art materials and tools to understand the potential and limitations of each. • Demonstrate understanding of safety protocols for media, tools, processes, and techniques. • Demonstrate respect for copyright laws and intellectual property ownership when creating and producing works of art. • Create imaginative works to include background knowledge or information from other subjects. • Use non-traditional thinking and various techniques to create two-, three-, and/or four-dimensional artworks. • Investigate career opportunities available in the visual arts to determine requisite skills and qualifications for each field. • Identify the function of structural elements of art and organizational principles of design to create and reflect on artwork. • Select and use the structural elements of art and organizational principles of design to document images in various formats for public audiences.
Quarter 4 Mar 22 – May 27	*Vocabulary and Technology*	• Use accurate art vocabulary to explain the creative and art-making processes. • Incorporate accurate art vocabulary during the analysis process to describe the structural elements of art and organizational principles of design • Use media, technology, and other resources to derive ideas for personal art-making.

Course Resources may include

- Art 21: https://www.pbs.org/show/art-21/
- Google Art Project: https://artsandculture.google.com/
- Adobe Kuler: https://color.adobe.com/create/color-wheel/
- Artsology (Art games): https://artsology.com/games.php

For additional supplemental resources, please see your child's course syllabus.