

2D Studio Art 2

Visual Art- Year at a Glance

M/J Two-Dimensional Studio Art 2
Course # # 0101020

<u>A Note to Parents</u>: 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 refine techniques used to create a variety of two-dimensional (2-D) artworks through developing skills in drawing, painting, printmaking, and collage. Students manipulate the structural elements of art to promote creative risk-taking in 2-D artwork. Investigation of artworks from Western and non-Western cultures provides 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 2: https://www.cpalms.org/PreviewCourse/Preview/4663

	Unit of Study	
Quarter 1 Aug 10 - Oct 12	Investigation	 Use analytical skills to understand meaning and explain connections with other contexts. Use creative risk-taking strategies learned from artists' works to incorporate artistic solutions in the creation of new personal artworks. Identify the function of structural elements of art and organizational principles of design to create and reflect on artwork. Explore various subject matter, themes, and historical or cultural events to develop an image that communicates artistic intent. Use two-dimensional or three-dimensional art materials and tools to understand the potential and limitations of each.
Quarter 2 Oct. 13 – Dec 22	Artistic Development	 Collaborate with peers to complete an art task and develop leadership skills. Describe the rationale for creating, collecting, exhibiting, and owning works of art.

		 Select and use the structural elements of art and organizational principles of design to document images in various formats for public audiences. Demonstrate understanding of safety protocols for media, tools, processes, and techniques.
Quarter 3 Jan 11 - Mar 11	Artistic Application and Reflection	 Use visual evidence and prior knowledge to reflect on multiple interpretations of works of art. Evaluate artwork objectively during group assessment to determine areas for refinement. Explain the significance of personal artwork, noting the connections between the creative process, the artist, and the artist's own history. Discuss the use of background knowledge and critical-thinking skills, learned in the visual arts, to understand varying concepts, viewpoints, and solutions. Create a work of personal art using various media to solve an open-ended artistic problem. 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 4 Mar 22 – May 27	Vocabulary and Technology	 Identify careers in support industries related to the art-making process, industrial design, digital media, and/or graphic design. Demonstrate respect for copyright laws and intellectual property ownership when creating and producing works of art.

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.