

Year at a Glance



Two-Dimensional Studio Art 1

0101300

2021-2022 School Year

Course Description:

Students experiment with the media and techniques used to create a variety of two-dimensional (2-D) artworks through the development of skills in drawing, painting, printmaking, collage, and/or design. Students practice, sketch, and manipulate the structural elements of art to improve mark making and/or the organizational principles of design in a composition from observation, research, and/or imagination. Through the critique process, students evaluate and respond to their own work and that of their peers. This course incorporates hands-on activities and consumption of art materials.

Standards:

Available on [CPalms](#)
[2D Studio Art 1](#)

Note: Teachers may use additional resources as listed on individual classroom syllabi. For specific questions regarding individual classrooms, please contact the teacher for clarification.

This guide represents a recommended sequence that can be used voluntarily by teachers. Dates may vary depending on individual classrooms. For specific questions regarding pacing please contact the individual teacher for clarification.

Quarter	Major Concepts/Topics
I	<p>Foundations in Art Creation</p> <ul style="list-style-type: none">• Examine and revise artwork throughout the art-making process to refine work and achieve artistic objective.• Follow directions and use effective time-management skills to complete the art-making process and show development of 21st-century skills.• Use the structural elements of art and the organizational principles of design in works of art to establish an interpretive and technical foundation for visual coherence.• Create works of art that include symbolism, personal experiences, or philosophical view to communicate with an audience.• Incorporate skills, concepts, and media to create images from ideation to resolution.• Review, discuss, and demonstrate the proper applications and safety procedures for hazardous chemicals and equipment during the art-making process.

	<ul style="list-style-type: none"> • Use and maintain tools and equipment to facilitate the creative process. • Develop color-mixing skills and techniques through application of the principles of heat properties and color and light theory. • Develop skill in sketching and mark-making to plan, execute, and construct two-dimensional images or three-dimensional models.
2	<p>Art History and Vocabulary</p> <ul style="list-style-type: none"> • Classify artworks, using accurate art vocabulary and knowledge of art history to identify and categorize movements, styles, techniques, and materials. • Make connections between timelines in other content areas and timelines in visual art. • Discuss how the aesthetics of artwork and utilitarian objects have changed over time. • Describe the significance of major artists, architects, or masterworks to understand their historical influences. • Identify transitions in art media, technique, and focus to explain how technology has changed art throughout history. • Interpret and reflect on cultural and historical events to create art. • Demonstrate effective and accurate use of art vocabulary throughout the art-making process. • Focus on visual information and processes to complete the artistic concept. • Demonstrate use of perceptual, observational, and compositional skills to produce representational, figurative, or abstract imagery.
3	<p>Critical Thinking in Art</p> <ul style="list-style-type: none"> • Apply art knowledge and contextual information to analyze how content and ideas are used in works of art. • Use descriptive terms and varied approaches in art analysis to explain the meaning or purpose of an artwork. • Demonstrate flexibility and adaptability throughout the innovation process to focus and re-focus on an idea, deliberately delaying closure to promote creative risk-taking. • Analyze the various functions of audience etiquette to formulate guidelines for conduct in different art venues. • Apply the critical-thinking and problem-solving skills used in art to develop creative solutions for real-life issues. • Solve aesthetic problems, through convergent and divergent thinking, to gain new perspectives.
4	<p>Technology and Careers in Art</p> <ul style="list-style-type: none"> • Identify rationale for aesthetic choices in recording visual media. • Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings. • Investigate the use of technology and media design to reflect creative trends in visual culture. • Demonstrate personal responsibility, ethics, and integrity, including respect for intellectual property, when accessing information and creating works of art.