

Course Title:	CTE Studio Art
Department:	Visual and Performing Arts
Course Number:	7908
Grade Level:	11-12
Length of course:	Year
Prerequisite:	Successful completion of Art/Design I, Advanced Drawing and Painting and Teacher Approval
UC/CSU (A-G) Requirements:	F (Pending)
Brief Course Description:	<p>This course will prepare students for a post-secondary art education and/or career within the Arts, Media, and Entertainment sector. The CTE Studio Art course outline is aligned with the CTE Anchor and Pathway standards. Students will work with different mediums and types of technology which are up to date with commercial art industry standards. Students will have the chance to work alongside and observe industry professionals within the commercial arts. Throughout CTE Studio Art, students will build a portfolio that will reflect their strengths and interests. Students will experience both group and individual critiques using industry terminology and will work with other students to collaborate within the Arts, Media, and Entertainment sector.</p>

I. GOALS

The students will:

- A. Understand how to communicate effectively using the Arts, Media and Entertainment sector terminology in both oral and written formats. (CTE Knowledge and Performance Anchor Standards 2.1, 2.2, 2.3, 2.4, 2.5, 2.6) (CTE Arts, Media, and Entertainment Pathway Standards A1.1, A1.7)
- B. Understand a range of career opportunities within the arts that are aligned to personal interests and strengths to make informed decisions regarding career plans. (CTE Knowledge and Performance Anchor Standards 3.1, 3.2, 3.3, 3.4, 3.5, 3.6, 3.7, 3.8, 3.9) (CTE Arts, Media, and Entertainment Pathway Standard A2.2)
- C. Utilize appropriate technology aligned with the Arts, Media and Entertainment sector to conduct research, communicate and create products and services of the workplace standards. (CTE Knowledge and Performance Anchor Standards 4.1, 4.2, 4.3, 4.4, 4.5, 4.6) (CTE Arts, Media, and Entertainment Pathway Standards A1.2, A1.3, A1.6, A2.1, A2.9, A8.1, A8.2, A8.3, A8.4, A8.6, A8.7)

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- D. Understand how to utilize research methods and techniques to create/analyze questions, make informed decisions and find solutions to work related problems unique to the Arts, Media and Entertainment sector. (CTE Knowledge and Performance Anchor Standards 5.1, 5.2, 5.3, 5.4) (CTE Arts, Media, and Entertainment Pathway Standards A1.5, A1.9, A2.3, A2.4, A5.5)
- E. Understand and demonstrate knowledge of safety procedures, policies, regulations, laws/acts, practices, MSDS instruction and the keys to creating a safe work environment. (CTE Knowledge and Performance Anchor Standards 6.1, 6.2, 6.3, 6.4, 6.5, 6.6, 6.7)
- F. Demonstrate personal and professional responsibility including financial management, design/development techniques, effective use of time management and the ability to recognize the need to adapt. (CTE Knowledge and Performance Anchor Standards 7.1, 7.4, 7.5, 7.6)
- G. Understand the roles within the workplace and community, the impact of global issues and professional work demeanor. (CTE Knowledge and Performance Anchor Standards 7.2, 7.3, 7.7, 7.8)
- H. Demonstrate professional, ethical and legal behavior by adhering to quality assurance standards and laws/regulations (both local and federal) regarding copyrighted information, intellectual property and the sharing of confidential information. (CTE Knowledge and Performance Anchor Standards 8.1, 8.2, 8.3, 8.4, 8.6, 8.7)
- I. Demonstrate skills in leadership, teamwork, cooperation, collaboration, problem solving and the ability to recognize the global view of a diverse international art community. (CTE Knowledge and Performance Anchor Standards 9.1, 9.2, 9.3, 9.5, 9.6, 9.7)
- J. Apply skills and knowledge of technology within the Arts, Media and Entertainment sector including terminology, rules/regulations and the ability to construct projects using computers, scanners, DSLR cameras and digital painting equipment through collaboration with industry experts. (CTE Knowledge and Performance Anchor Standards 10.1, 10.2, 10.3, 10.4) (CTE Arts, Media, and Entertainment Pathway Standard A5.7)
- K. Demonstrate and apply the knowledge and skills listed in the Arts, Media and Entertainment CTE standards by utilizing workplace experiences and entrepreneurship skills in both classroom and workplace settings. (CTE Knowledge and Performance Anchor Standards 11.1, 11.3, 11.4)
- L. Demonstrate proficiency in the Arts, Media and Entertainment pathway by creating a portfolio that will lead to matriculation at the post-secondary level. (CTE Knowledge and Performance Anchor Standard 11.5) (CTE Arts, Media, and Entertainment Pathway Standards A2.5, A5.6)

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- M. Demonstrate compositional and artistic skills using a number of mediums (traditional and digital) while using the Elements of Art and Principles of Design to complete projects and solve problems within the Arts, Media and Entertainment sector. (CTE Arts, Media, and Entertainment Pathway Standards A2.2, A2.3, A2.6, A2.7, A4.6)
- N. Understand the ways in which technology, history, culture, politics, economics and other factors can influence the Arts, Media and Entertainment sector. (CTE Arts, Media and Entertainment Pathway Standards A3.1, A3.2, A3.3, A4.2)

II. OUTLINE OF CONTENT FOR MAJOR AREAS OF STUDY

Semester 1

- A. Course overview
- B. Elements of art and principles of design
- C. Composition
- D. Color theory
- E. Health and safety
- F. Exploration of mediums
- G. Art criticism

Semester 2

- A. Art appreciation
- B. Communications and terminology
- C. Technology in art
- D. Identification of personal artistic styles
- E. Career planning and management
- F. Portfolio development and presentation
- G. Community art exhibition

III. ACCOUNTABILITY DETERMINANTS

- A. Key Assignments
 - 1. Thumbnails and sketchbook
 - 2. Reference photography
 - 3. Drawing in graphite
 - 4. Drawing in color
 - 5. Digital painting
 - 6. Watercolor on paper
 - 7. Acrylic on canvas
 - 8. Oil on canvas
 - 9. Mixed media
 - 10. Linocut/printmaking
 - 11. Illustration/advertising assignment

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12. Artist research
 13. Career research
 14. Personal artist website design
 15. Art exhibition
 16. Portfolio presentation
- B. Assessment Methods
1. Skill mastery and quality of work
 2. Projects
 3. Performance tasks
 4. Presentations
 5. Individual/group project critiques
 6. Artist research project
 7. Portfolio
 8. Semester final exams

IV. INSTRUCTIONAL MATERIALS AND METHODOLOGIES

- A. Required Textbook(s)
Hobbs, Jack and Salome, Richard. The Visual Experience. Worchester, Massachusetts: Davis Publishing, Inc. 1991. ISBN 9780871922267.
- B. Supplementary Materials
1. Prints
 2. Digital images
 3. Internet resources
 4. Instructional videos
 5. Other texts
 6. Library resources
- C. Instructional Methodologies
1. Teacher lectures/direct instruction
 2. Class discussions
 3. Cooperative learning
 4. Guided Inquiry
 5. Simulation activities
 6. Close reading
 7. Collaborative peer review
 8. Teacher and student lead inquiry
 9. Individual/group projects
 10. Presentations