

Course Title:	CTE Studio Art II
Department:	Visual and Performing Arts
Course Number:	7913
Grade Level/s:	10 -12
Length of course:	One Year
Prerequisite/s:	Art I, CTE Studio Art I (Teacher Approval)
UC/CSU (A-G) Req:	Pending G
Brief Course Description:	CTE Studio Art II is the second course of the CTE Studio Art Pathway. It is designed for students who are interested in pursuing a post-secondary education and/or career within the visual arts industry sector. Throughout this course students will continue to apply their knowledge of the Elements of Art, Principles of Design, art mediums, compositional techniques, and technology within different visual art career paths. The main goal of CTE Studio Art II is for students to hone in on preferred genres and mediums to create a body of work that will prepare them for the third class in the CTE Studio Art pathway. Students will continue to work alongside their peers and industry professionals to learn about safety procedures, professional responsibility, teamwork, workplace standards, and problem solving within the visual arts. CTE Studio Art II is aligned with CTE anchor and pathway standards.

I GOALS

Students will:

- A. Identify and use the principles of design to discuss, analyze, and create projects and products across multiple industry applications
- B. Describe the use of the elements of art to express mood in digital or traditional artwork found in the commercial environment
- C. Research and analyze the work of an artist or designer and how the artist's distinctive style contributes to their industry production
- D. Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art
- E. Analyze the material used by a given artist and describe how its use influences the meaning of the work
- F. Apply refined observation and drawing skills to solve an industry-relevant problem
- G. Create an artistic product that involves the effective use of the elements of art and the principles of design

- H. Identify and describe the role and influence of new technologies on contemporary arts industry
- I. Analyze and articulate how society influences the interpretation and effectiveness of an artistic product
- J. Create an artistic product for a specific industry and modify that product to accommodate a different aesthetic perspective
- K. Explore the role of art and design across various industry sectors and content areas
- L. Prepare portfolios of original art created for a variety of purposes and commercial applications

II OUTLINE OF CONTENT FOR MAJOR AREAS OF STUDY

Semester 1

- A. Unit I: Continued Foundation of Art:
 - 1. Description: Throughout this unit students will review and build upon previous knowledge learned in CTE Studio Art I regarding the Elements of Art, Principles of Design, color theory, health/safety procedures, and the artistic process.
 - 2. Key Assignments: Review Elements of Art, Principles of Design, and Compositional Techniques. Throughout this project students will review, discuss, and identify the Elements of Art, Principles of Design, and compositional techniques. Each Element of Art and Principle of Design will be covered in depth through teacher led instruction. Students will be required to identify the Elements of Art, Principles of Design, and compositional techniques in important historical works of art, their classmates' art, and their own projects. Students will also learn how compositional techniques such as the Rule of Thirds can impact a work of art. (CTE Knowledge and Performance Anchor Standards 2.1, 2.2, 2.3, 2.4, 5.1, 10.1) (CTE Arts, Media, and Entertainment Pathway Standards A1.2, A1.3, A1.5)
 - a. Thumbnails and Sketchbook - The artistic process takes thought, planning, and compositional adjustments. Students will continue to use this process within their sketchbooks. Students will complete several drawing exercises, plein air sketches, and compositional thumbnails in their personal sketchbook. CTE Studio Art II students will be expected to demonstrate their understanding of the artistic process within these sketchbooks. (CTE Arts, Media, and Entertainment Pathway Standards A2.2, A2.3, A2.6)
 - b. Critiques - Students will continue to learn how to critique artwork based on their understanding of the elements of art and principles of design. We will use professional terminology based on the visual and commercial arts industry. Students will use this knowledge to discuss their own work, important historic artwork, as well as artwork created by classmates. Students will have the chance to demonstrate these skills in both individual and group critique settings. (CTE Knowledge and Performance Anchor Standards 2.1, 2.2, 2.3, 2.5, 5.1) (CTE Arts, Media, and Entertainment Pathway Standards A1.1, A1.2, A1.6, A1.7, A1.9)
 - c. Reference Photography - CTE Studio Art II students will further their understanding of DSLR cameras, Adobe Photoshop, scanners, and other technology to create reference photographs for their original artwork. Students will be required to brainstorm subjects for their artwork, capture/edit reference images, and to use these reference images within

- their projects. (CTE Knowledge and Performance Anchor Standards 2.5, 3.1, 5.1, 7.4, 8.6) (CTE Arts, Media, and Entertainment Pathway Standards A1.2, A2.1, A2.2, A2.6, A2.7, A2.9)
- d. Health and Safety Procedures - Students will review and follow safety procedures, policies, regulations, and the keys to creating a safe work environment. This lesson will apply to all of the mediums, tools, and materials that the students will be using throughout the CTE Studio Art II course. (CTE Knowledge and Performance Anchor Standards 6.1, 6.2, 6.3, 6.4, 6.5, 6.6, 6.7)

Semester 2

B. Unit II: Career Path and Medium Identification

1. Description: Throughout this unit, CTE Studio Art II students will concentrate on their strengths, interests, career path, genre, and medium of choice. They will be required to research artists and careers within the visual arts that interest them. Students will also have the chance to concentrate on their medium of choice and personal style while building a body of work for their portfolio, which will be completed in CTE Studio Art III. During this unit students will also have the chance to work alongside industry professionals in the workplace. This will allow students to experience the day to day responsibilities of industry professionals. At the end of this unit students will plan and execute an art exhibition within our community and update their website.
2. Key Assignments:
 - a. Preferred Medium and Style of Choice - One of the most difficult tasks for artists when making the jump from art student to professional artist is creating a style of their own. After exploring several different mediums and subject matter in CTE Studio Art I, CTE Studio Art II students will now create a significant body of work that will help them progress within their medium and subject matter of choice. This work will be photographed and/or scanned to be used in their portfolio during CTE Studio Art III. (CTE Knowledge and Performance Anchor Standards 3.1, 5.1, 5.4, 6.3, 6.4, 7.4, 10.3, 11.5) (CTE Arts, Media, and Entertainment Pathway Standards A1.2, A2.2, A2.3, A2.5, A2.6, A2.7, A5.6)
 - b. Career Research - After researching several different careers within the visual arts in CTE Studio Art I, CTE Studio Art II students will now choose the career that best fits their skills and interests. Students will write an essay describing the chosen career using MLA format. This essay will cover topics such as job description, required experience/education, and average salary. (CTE Knowledge and Performance Anchor Standards 3.1, 3.2, 3.4, 3.5, 3.9, 4.1, 7.1, 7.3, 7.4, 7.7, 8.4, 11.4) (CTE Arts, Media, and Entertainment Pathway Standards A3.1, A5.2)
 - c. Illustration/Commercial Art Assignment - For the second year in a row, students will problem solve within the visual arts sector by creating commercial art for a simulated client. Students will choose from several different categories including book illustration, logo design, and advertising based on their strengths and interests. Students will have the chance to speak with industry professionals to ask for tips and ideas. Students will be required to take an idea and translate it using their drawing and/or painting skills. (CTE Knowledge and Performance Anchor Standards 2.2, 2.3, 2.5,

- 3.1, 5.1, 5.2, 5.4, 6.3, 6.6, 7.4, 10.3, 10.4, 11.5) (CTE Arts, Media, and Entertainment Pathway Standards A1.2, A2.2, A2.5, A2.6, A4.5, A4.6, A5.6)
- d. Artist Statement and Artist Bio - Students will be required to write an artist statement and biography which will discuss their inspirations and the purpose of their work using visual art terminology. Their inspirations can include information from their artist research completed in CTE Studio Art I. Each student will include their artist statement and bio on their website and at public exhibitions. (CTE Knowledge and Performance Anchor Standards 2.3, 2.4, 2.5, 3.1, 3.2, 3.9, 4.1, 5.1, 11.3) (CTE Arts, Media, and Entertainment Pathway Standards A1.3, A1.9, A2.2, A3.3, A4.4, A5.3)
 - e. Website Design - Students will continue to update their website, which was created in CTE Studio Art I. Students will be required to demonstrate their knowledge of composition, color, typography, and other elements to create a website that is functional, easy to navigate, and aesthetically pleasing. CTE Studio Art II students will be required to add their artist statement, bio, resume, and most recent work to their website. (CTE Knowledge and Performance Anchor Standards 2.4, 2.5, 4.1, 4.2, 7.4, 8.6, 10.3) (CTE Arts, Media, and Entertainment Pathway Standards A2.6, A2.9, A3.1, A5.4)
 - f. Field Trip/Workplace Experience and Journal - CTE Studio Art II students will visit and work alongside industry professionals who work within the visual arts sector. Students will be required to participate and take notes regarding their experience. Industry professionals will provide insight regarding day to day activities, workplace standards, professional responsibility, financial management, effective time management, impact of global issues, and the need to adapt. Students will reflect upon their experience in both written and oral formats. Students will be required to keep a journal and record entries based on their experiences and observations. (CTE Knowledge and Performance Anchor Standards 3.1, 3.4, 3.8, 7.1, 7.7, 8.1, 10.4, 11.1)
 - g. Art Exhibition - Students will once again demonstrate teamwork by preparing an art exhibit with their peers and contacting members of their community to find a venue. This exhibit will take place at the end of the school year and it will feature finished work that is prepared for display. Students will be required to choose a date, book the venue, deliver and hang the artwork, as well as promote the exhibition. (CTE Knowledge and Performance Anchor Standards 2.2, 2.5, 3.1, 5.2, 6.4, 7.4, 9.1, 9.2, 9.3, 9.7)
 - h. Portfolio - CTE Studio Art II students will scan work throughout the year to save for their portfolio, which will meet the requirements for post-secondary art programs. During the third course in the CTE Studio Art Pathway, each students' portfolio will be completed. Students will have access to industry professionals for guidance and advice. Students will be required to present this portfolio to staff to prepare for college level "portfolio days". (CTE Knowledge and Performance Anchor Standards 2.5, 3.1, 7.4, 10.3, 11.5) (CTE Arts, Media, and Entertainment Pathway Standards A2.1, A2.2, A2.5, A2.6, A2.7, A5.6)

III ACCOUNTABILITY DETERMINANTS

A. Assessment Methods:

1. Portfolios
2. Group projects
3. Independent projects
4. Reflective journal assignments
5. Self-evaluations
6. Teacher observation and evaluation
7. Research projects
8. Exhibitions

IV INSTRUCTIONAL MATERIALS AND METHODOLOGIES

A. Required Textbook

Title: The Visual Experience

ISBN: 9780871922267

Format: Print

Author: Hobbs, Jack and Salome, Richard

Publisher: Davis Publishing, Inc.

Year: 1991

Additional Info: N/A

B. Supplemental Materials: N/A

C. Instructional Methodologies

1. Lecture/demonstration
2. Group discussions
3. Presentations
4. Project-based Learning