

<b>Course Title:</b>	CTE Studio Art III
<b>Department:</b>	Visual and Performing Arts
<b>Course Number:</b>	7915
<b>Grade Level/s:</b>	12
<b>Length of course:</b>	One Year
<b>Prerequisite/s:</b>	Art I, CTE Studio Art I, CTE Studio Art II, (Teacher Approval)
<b>UC/CSU (A-G) Req:</b>	Pending F
<b>Brief Course Description:</b>	CTE Studio Art III is the third and final course in 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 complete their body of work and finalize visual art portfolios. Students will also focus on their post-secondary plan including portfolio submissions and college applications. Students will continue to work alongside peers, staff, counselors, and industry professionals to demonstrate their knowledge of career paths, safety procedures, professional responsibility, teamwork, workplace standards, and problem solving within the visual arts. CTE Studio Art III 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. Demonstrate skill in the manipulation of digital imagery (either still or video) in an industry-relevant application
- G. Demonstrate personal style and advanced proficiency in communicating an idea, theme, or emotion in an industry-relevant artistic product

- H. Apply refined observation and drawing skills to solve an industry-relevant problem
- I. Create an artistic product that involves the effective use of the elements of art and the principles of design
- J. Identify and describe the role and influence of new technologies on contemporary arts industry
- K. Analyze and articulate how society influences the interpretation and effectiveness of an artistic product
- L. Create an artistic product for a specific industry and modify that product to accommodate a different aesthetic perspective
- M. Plan and create artistic products that reflect complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual
- N. Create a multimedia work of art that demonstrates knowledge of media and technology skills
- O. Explore the role of art and design across various industry sectors and content areas
- P. Predict how changes in technology might change the role and function of the visual arts in the workplace
- Q. 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 and CTE Studio Art II 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 this process within the sketchbooks that they have used in the previous two CTE Studio Art classes. Students will complete drawing exercises, plein air sketches, and compositional thumbnails in their personal sketchbook. CTE Studio Art III 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 critique artwork based on their understanding of the Elements of Art, Principles of Design, mediums, and compositional techniques. Students will use professional terminology based on the visual and commercial arts industry sector. Students will use

- critiques 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 III students will further their photography skills using 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 continue to 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 III 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: Portfolio Building Using Preferred Genre and Medium

- 1. Description: Throughout this unit, CTE Studio Art III students will continue to concentrate on their strengths, interests, career path, preferred genre, and medium of choice. This unit will provide CTE Studio Art III students with the chance to continue progressing with their preferred medium and personal style while completing a body of work for their portfolio. 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.
- 2. Key Assignments:
  - a. Preferred Medium and Genre - After exploring several different mediums and genres in CTE Studio Art I and CTE Studio Art II, CTE Studio Art III students will now finish creating a significant body of work within their medium and subject matter of choice. This work will be photographed and/or scanned to be used in their portfolio. (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. Field Trip/Workplace Experience - CTE Studio Art III students will continue to 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. (CTE Knowledge and Performance Anchor Standards 3.1, 3.4, 3.8, 7.1, 7.7, 8.1, 10.4, 11.1)

- c. Website Design - Students will continue to update their website, which was created in CTE Studio Art I and maintained throughout CTE Studio Art II. 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 III students will be required to update their artist statement, resume, bio, and most recent work. (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)
  - d. Art Exhibition - For the third year, CTE Studio Art III 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, decide on a 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)
  - e. Portfolio - CTE Studio Art III students will finish their visual art portfolio which will meet the requirements for post-secondary art programs. This portfolio will contain the students' best work from all three courses in the CTE Studio Art pathway. 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)
- C. Unit III: Post-Secondary Preparation and Portfolio Submission
- 1. Description: Throughout this unit CTE Studio Art III students will finalize their post-secondary plan. Students will research and decide on schools, fill out post-secondary applications, and submit finished portfolios.
  - 2. Key Assignments:
    - a. School Research - After researching inspirational artists in CTE Studio Art I and visual art career paths in CTE Studio Art II, students will now research schools that will best fit their interests and chosen career path. Students will write an essay describing several post-secondary options using MLA format. This essay will cover topics such as tuitions, regions, majors, and acceptance requirements. (CTE Knowledge and Performance Anchor Standards 2.4, 2.6, 3.1, 3.2, 3.4, 4.1, 5.1, 5.4, 7.4) (CTE Arts, Media, and Entertainment Pathway Standards A5.2, A8.2)
    - b. Post-Secondary Application and Portfolio Submission - After researching several post-secondary options, students will now choose the path that best fits their needs, skills, and interests. Students will contact schools to apply and register on line. Students will submit any additional information including their visual art portfolios. Students will work alongside instructors, counselors, and industry professionals for advice and guidance. This will guarantee that each CTE student has a post-secondary option available to them at the time of their graduation. (CTE Knowledge and Performance Anchor Standards 2.4, 2.6, 3.1, 3.2, 3.4, 4.1, 5.1, 5.4, 7.4) (CTE Arts, Media, and Entertainment Pathway Standards A8.2)

## **I 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

## **II 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