



# Mount Pleasant Central School District

## 21st Century Art & Design, Visual & Media Arts

*We believe that all students should experience visual and media arts as an essential component of their total development, through which each child can refine their critical thinking skills by creating, presenting, responding, producing, and connecting with art and culture.*

**Course Description:**

Did you ever have a great idea but didn't know how to put it down on paper? Maybe it was how to design that ultimate dream car of yours or that high-tech beachfront condo in Malibu? In this one-year course, students will focus on 21<sup>st</sup> century learning skills such as creativity and innovation, communication and collaboration, research, critical thinking, problem solving, decision making and digital and technological operations and concepts.

This course offers the student an excellent foundation in drafting with "hands on" experience in the development of projects that apply to the real world. Student assignments will be drawn manually using conventional drafting methods and digitally. Topics of study include, but are not limited to:

- \*Innovation/Invention
  - \*3D Modeling/Prototypes
  - \*Industrial/Product Design
  - \*Architecture
  - \*Engineering
- \*Technical Drawing
  - \*Graphic Design
  - \*Interior Design
  - \*Related Careers

Unit Title	Month	Content	Vocabulary	Standards	Skills	Big Ideas	Assessments
<b>Personal Logo Design</b>	September	The importance of originality, simplicity, versatility, and timelessness when designing a logo.	Typography, Balance, Unity, Positive/Negative Space, Emphasis	HS Proficient VA: Cr2.1.HSI	Logo Design Process: Steps in creating a logo, from brainstorming ideas to finalizing the design.  Personal Identity: Reflecting on personal values, interests and characteristics that can be represented visually. Design Elements:	What is personal branding and why is it important to be simple and clear when designing?  How does understanding the significance of color, shape, and typography assist in the creation of a personal logo design?	Final Personal Logo Design in B/W and in 2 Color

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					Understanding shapes, colors, and typography and how they convey meaning.		
<b>Theme Park Design</b>	October	Landscape Design: Creating innovative and thematic map designs that reflect a unique concept for the park.	Landscape design, Balance, Line, Shape, Theme Park vs. Amusement Park	HS Proficient VA: Pr5.1.HSI	Composition/Layout  Communication/Presentation skills.  Landscape design/map design drafting.	What is landscape design?  What jobs are related to theme park design? (Illustrators/concept artists, engineers,	Final theme park map designs and legends  Theme park presentation/slide show.

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		Presentation Skills: Effective communication of theme park through presentation.			Brainstorming/ researching original theme park concepts (rides, activities, endorser, etc.)	architects, interior designers, film/video specialists, show writers, etc.)	
<b>One Point Perspective Rooms</b>	November	Understanding how to create depth and space in a interior design drawing.  Recognizing the	Perspective, Horizon Line, Vanishing Point, Orthogonal Lines/Converging Lines, Interior Design, Space	HS Proficient VA: Cr2.1.HSI	How to draw an interior space that appears to have depth (three dimensional) on a two dimensional surface.	What is one point perspective and how do we use it to visualize our design concepts?  How does interior	Final one point perspective drawing of a room in a beach house, lake house or ski house.

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		importance of organization and layout in interior design.			Organization/ problem solving.	design reflect our style and personality?	Presentation of final concepts.
<b>Two Point Perspective Treehouse Design</b>	December	Learning how to create an original treehouse design drawing in two point perspective.  Researching/ exploring various architectural elements	Two point perspective, Architecture, Texture, Space	HS Proficient VA: Cr1.2.HSI	Space (foreground, middle ground and background).  Creating texture using line (hatching, crosshatching, repetition).	-How does two point perspective illustrate the illusion of space on a two dimensional surface?  How does architecture help define a particular	-Final two point perspective treehouse drawing.

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		(windows, rooflines, textures, decking, stairways, etc.)			Recognizing architectural design elements and applying to innovative treehouse design.	style?	
<b>3 Dimensional Treehouse Design</b>	January/ February	Three dimensional modeling of interior space.  Understanding the importance of layout	Three Dimensional, Model, Floor Plan, Scale, Textiles	HS Proficient VA: Cr2.3.HSI	Designing/ constructing a 3D model of treehouse interior space.	How does layout/floor plan define an interior space?  Why does scale play an essential role in interior	Final three dimensional treehouse design (one room).



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