OVERVIEW OF ART FOUNDATIONS 1

Course Description

Art Foundations 1 is an introductory course to art emphasizing the elements and principles of design, identifying them in the world around us, and implementing them into our works of art. A variety of wet and dry media will be used, as well as two and three-dimensional assignments. This course will also provide an exposure to various artworks, artists, and cultures.

Learning Expectations

- Identify and draw ten different kinds of lines.
- Draw at least five thicknesses of lines.
- Use repetition of lines to create patterns.
- Identify and draw outlines, contour, gesture, and implied lines.
- Use expressive lines to create visual movement.
- Identify and use organic and geometric shapes.
- Create balanced designs using symmetry and asymmetry.
- Apply effective positive and negative space in your own compositions.
- Identify the difference between shapes and forms.
- Create a 3-D clay project using the slab method of construction.
- Shade a 5-step value scale demonstrating understanding of techniques.
- Shade and label a sphere with a direct light source.
- Create a value composition demonstrating shading techniques, balance, unity, and contrast.
- Label a color wheel correctly.
- Mix an accurate color wheel using red, blue, and yellow paint
- Demonstrate craftsmanship and neatness using watercolor paints.
- Identify and use a variety of color schemes.
- Create depth on a surface using overlapping, placement, and size techniques.
- Create depth on a 2-D surface using 1-point perspective
- Identify the difference between actual and implied textures.
- Identify elements and principles of design in works of art.
- Discuss and write about techniques and elements used in works of art.
- Demonstrate the steps to self-critique and make improvements to personal work.
- Accept constructive critiques from others and make improvements.
- Show safe and proper care of all art equipment and tools.
- Demonstrate proper cleanup guidelines in personal and classroom areas.