

Glendale Unified School District

Middle School

June 4, 2019

Department: Visual and Performing Arts

Course Title: Art Production

Course Code: 2020G2

Grade Level: 7 or 8

School(s)

Course Offered: Rosemont Middle School, Wilson Middle School

UC/CSU Approved

(Y/N, Subject): N/A

Course Credits: 5

Recommended

Prerequisite: None

Recommended

Textbook: None

Course Overview: Students will explore the fundamental skills in drawing, painting and design using a variety of mediums. This course develops the concepts and skills utilized in the Elements of Art and the Principles of Design. Artistic investigation and traditional and contemporary art practices will be explored. Opportunities will be provided for students to express and develop skills in Arts and Media design while promoting an interest in the Fine Arts, the Graphic Arts and the production of art.

Goals:

A. To express artistic ideas, thoughts, and reactions visually through fine art and other forms of art including media art.

B. Make art or design with various art materials and tools to explore the

physical making of art, art history and commercial design/advertising.

C. Introduction to the use of Art Elements and Design Principles.

D. To cultivate intellectual basis for making and justifying aesthetic judgment of art individually or in a group.

E. To communicate a variety of subjects through specific traditional art theories and modern practices.

G. To encourage a life long interest in the Fine Arts.

### Course Content

Introductory course to the Arts, Arts Media, Graphic Arts and Fine Arts pathways incorporating the Elements of Art and Principles of Design, Art History and Art Criticism components in creating introspective and successful artworks. A variety of art techniques and mediums will be introduced and utilized throughout the semester focusing on the California Arts Standards for the Visual Arts.

#### Unit 1

*(2-3 weeks)*

##### STANDARDS

SCC 1.2, 2.2, 2.3

VAPA 1.1, 1.3, 1.4, 2.2

**Drawing Basics:** An in-depth study of the elements of art and Principles of Design as related to the basics of 2-D drawing. This unit is the scaffold that following units are built upon. Observational drawing is used to understand natural and artificial forms. Conceptual drawings based on imagination and personal experience are utilized. This unit focuses on establishing a beginning proficiency which will be used in all future assignments whether those are two dimensional or three dimensional.

#### Unit 2

*(1-2 weeks)*

##### STANDARDS

VAPA AS 1.1, 1.2, 3, 4,

**Abstract Art:** The study of abstract art and semi-abstract art in art history through drawing, shading, shape and concept. Creative and innovative thinking will be explored incorporating the influences of specific artists. The on-hands creation of an abstract work of art designed to move students from their comfort zones and explore different areas of expression while practicing art tradition art techniques and mediums.

**Unit 3**

*(2-3 weeks)*

STANDARDS

SCC: 2.1, 2.2

VAPA 1.2, 1.3, 2.4

**Color Theory and Painting:** Demonstrating knowledge of color theory through paint including technical skills and a knowledge of the properties of color. Students will create an in-depth color wheel using various color schemes and the study of the properties of color. Students will paint an original project utilizing color properties learned through lecture, application and written tests. Students will create or assemble art works identifying the use of color as an element of art.

**Unit 4**

*(2-3 weeks)*

STANDARDS

SCC: 2.1, 4.0

VAPA 1.1, 2.1, 2.2, 2.3

**Graphic Design:** Using the basics of graphic/commercial design to create a piece of advertising art including story boards referencing the history of successful media campaigns. Selection and organization of design images and words making a visually clear and compelling presentations. The use of mixed media is emphasized.

**Unit 5**

*(2-3 weeks)*

STANDARDS

SCC: 2.1, 2.3

VAPA: 2.2, 2.3, 2.5, 5.3, 5.4

**Animation:** Animation and its history culminating in a 2 - dimensional/3- dimensional work of art using skills learned in cartooning and animation. This unit focuses on the basic art-cartooning vocabulary and the drawing of different cartoon styles a well as the techniques of creating visual movement and visually expressing a story or concept. Career paths in animation or cartoon illustration will be explored.

**Unit 6**

*(2-3 weeks)*

STANDARDS

SCC: 2.2, 2.3

VAPA: 2.1, 2.2, 2.3, 2.4, 2.7

Study of environmental implications of conservation using mixed media while emphasizing the use of art as a social message. The power of visual design is discussed bringing in the way art has been used to influence and persuade the viewer throughout history. The power of graphic visuals is discussed and utilized throughout the unit.

**Unit 7**

*(2 weeks)*

STANDARDS

SCC 1.1, 1.2, 1.3, 2.3

VAPA 3.0, 4.1, 4.2, 4.3

Creating an art piece delving into personality and personal preference in juxtaposition to expected social norms. Self-reflection is based on personal awareness of social and cultural experiences. This piece is mixed media piece concentrating on previously learned techniques building upon skills already explored or mastered.

**Unit 8**

*(2-3 weeks)*

STANDARDS

SCC 2.1, 2.3 5.0

VAPA 1.3, 2.2

The in-depth study of a culture and their art through a large scale project utilizing the history of art. This mixed media project will incorporate the elements and principles of design drawing heavily on previous concepts learned in all units leading up to this. This cross-curriculum project will also draw upon facts learned in core classes connecting other contexts of knowledge.