

ART PROGRAM

The Sachem Art Department is committed to exposing students to a variety of media in order to help them develop a sense of where their strengths and interests lie. The Art curriculum is continuously revised to reflect the rapid growth within the ever-changing industry of Art, Design, Computer Graphics, Advertising and New Media. Throughout the years, students will develop a body of work and create a portfolio which will aid them in being accepted into competitive degree programs. Our students have successfully gained entrance into college majors as graphic design, illustration, animation, and film.

The Five Credit Fine Arts Sequence

Students who complete a five credit Fine Arts Sequence for a Regents Diploma with Advanced Designation may be exempt from the three credit second language mandate. Students selecting this sequence must pass one entry level class, Studio in Art (1 cr.), Media Arts (1 cr.) or Advertising Design (1 cr.), Introduction to Visual Arts (1 cr.), and complete a total of five credits from the following list of courses:

Art Courses to be applied towards:

- The Five Credit Visual Arts Sequence
- The Five Credit Fine Arts Sequence

ART			
Grade 9	Grade 10	Grade 11	Grade 12
Studio Art	Studio Art	Studio Art	Studio Art
Introduction to the Visual Arts	Drawing and Painting I	Drawing and Painting I	Drawing and Painting I
Media Arts	Studio in Sculpture	Drawing and Painting II	Drawing and Painting II
	Advanced Placement Art History	Studio in Sculpture	Studio in Sculpture
	Introduction to the Visual Arts	Advanced Placement Art History	Advanced Placement Art and Design
	Media Arts	Introduction to the Visual Arts	Advanced Placement Art History
	Advanced Media and Digital Photography	Media Arts	Art Foundations
	Social Media Design & Advertising	Advanced Media and Digital Photography	Introduction to the Visual Arts
	Digital Painting	Social Media Design & Advertising	Media Arts
	Filmmaking	Digital Painting	Advanced Media and Digital Photography
	Game Design and Animation	Filmmaking	Social Media Design & Advertising
		Game Design and Animation	Digital Painting
		Communication Design: Advertising Level I	Filmmaking
			Game Design and Animation
			Communication Design: Advertising Level I
			Communication Design: Advertising Level II

* All courses will be offered based on sufficient student enrollment.

Studio in Art (9, 10, 11, 12)

Full Yr., 1 Cr.

Prerequisite: None

Course Description: This course may be used to satisfy the Art requirement for graduation. Studio In Art is a foundation course that gives students an introduction to a variety of media. Students who elect to take Studio In Art will gain experience and develop their creative awareness by creating their own visual art projects. Studio In Art focuses on fine arts which includes: drawing, painting, sculpture, and design work. Materials include: graphite drawing pencils, colored pencils, pen & ink, charcoal, pastels, watercolor paints, tempera & acrylic paints, clay, plaster, wood and/or other sculptural materials.

Drawing and Painting I (10, 11, 12)

Full Yr., 1 Cr.

Prerequisite: Studio In Art, Media Arts, or Introduction To The Visual Arts

Course Description: This course does not satisfy the Art requirement for graduation. The Drawing and Painting I curriculum is designed to enhance the students' ability to draw and paint transferring the image of a three dimensional object to a two dimensional plane.. Drawing and Painting I focuses on developing students' fine art skills with more advanced media and techniques. Areas of work will include: Contour line, gesture, perspective, foreshortening, still-life, portraits figure drawing, and mixed media work. Materials may include but are not limited to: drawing pencils, colored pencils, pen & ink, charcoal, pastels, oil pastels, watercolor paints, acrylic paints, gouache, and drawing inks.

Drawing and Painting II (11, 12)

Full Yr., 1 Cr.

Prerequisite: Drawing and Painting I

Course Description: This course does not satisfy the Art requirement for graduation. The Drawing and Painting II curriculum is designed to further enhance the students' ability to draw and paint but includes the experimentation of combining traditional media with new media. Specific project work will challenge the students' ability to be creative, to develop a greater means of expression and become a visual problem solver. Areas of work will include many of the concepts and techniques that were explored in Painting and Drawing I, and provide the student with a free range of expressive project opportunities. "Thinking outside of the box" will be encouraged as students begin to develop their own style of work and interests.

Studio In Sculpture (10, 11, 12)

Semester, 1/2 Cr.

Three-dimensional Sculpture

Prerequisite: Studio in Art, Media Arts, Introduction To The Visual Arts

Course Description: This course does not satisfy the Art requirement for graduation. Studio In Sculpture is designed to challenge students' ability to work in three dimensions. The elements of art and principles of design will be explored as they pertain to space, form, function, movement and a variety of sculptural attributes. Materials may include: clay, wood, stone, cardboard, wire, plaster, paper maché and found objects.

Advanced Placement Art and Design (12)

Full Yr., 1 Cr.

Prerequisite or corequisite: Drawing and Painting II

Course Description: This course does not satisfy the Art requirement for graduation. Advanced Placement Art and Design is for students who are seriously interested in the practical application of creating art and wish to develop a mastery of conceptualization, composition, and execution of their ideas. It is the culminating class in the art department. The AP exam is not a traditional exam but rather a digital portfolio submission where students reflect and discuss their inspiration and process behind the creation of their work. Individuality is stressed in the development of student portfolios throughout the course. Photography and digital art work is also encouraged and acceptable for submission into the AP Art & Design Online Submission (exam). Advanced Placement Art & Design Students are encouraged to become independent thinkers who contribute inventively and critically to their culture through the making of art. Students will be actively involved in the preparation of their portfolios for submission to the College Board. Additional attention will be given to student awareness of colleges and career opportunities in the arts. Museum and gallery tours will be an integral part of students' opportunities to begin to respond to and analyze works of art.

Assessments: Students will maintain a portfolio of all project work which will become the property of the student upon completion of the course.

Advanced Placement Art History (10, 11, 12)

Full Yr., 1 Cr.

Prerequisite: None

Course Description: This course may be used to satisfy the Art requirement for graduation. AP Art History is designed to promote critical thinking with regard to historical references of visual works of art throughout the ages. From prehistory, antiquity, the Renaissance, the Baroque, through the age of enlightenment, into nineteenth century "isms", and on through modern and contemporary art forms, AP Art History will examine our European and American culture as well as cultures from outside the Western tradition. AP Art History is not only designed for art students but for any student who is interested in the humanistic study of art and world cultures. Museum and gallery tours will be organized so that students will have the opportunity to take advantage of the direct visual experience.

Art Foundations (12)

Semester 1/2 Cr.

Prerequisite: None

Course Description: This course may be used to partially satisfy the Art requirement for graduation. Art Foundations is primarily based on the Studio In Art curriculum. It is designed to give a senior student who is scheduled to graduate at the end of the year a mandatory half credit in art. Art Foundations focuses on the traditional or fine arts which include: drawing, painting, sculpture, and design work. Materials include: graphite drawing pencils, colored pencils, pen & ink, charcoal, pastels, watercolor paints, tempera, acrylic paints, clay, plaster, wood and/or other sculptural materials.

Introduction to the Visual Arts(9, 10, 11, 12)

Full Yr., 1 Cr.

Prerequisite: None

Course Description: This course may be used to satisfy the Art requirement for graduation. Studio in Graphic Arts is an entry level course that is split into two halves, one being traditional Studio in Art and the other a computer based design course. This course is specifically designed to accommodate art students who would like to start their art sequence with a more well-rounded foundation, rather than a complete focus on either Studio in Art or Media Arts. In the Studio portion of the year, students will focus on traditional fine arts which include: drawing, painting, sculpture and other design work. The complimentary half of the year will focus on computer aided graphic design, advertising, and video editing.

Media Arts (9, 10, 11, 12)

Full Yr., 1 Cr.

Prerequisite: None

Course Description: This course may be used to satisfy the Art requirement for graduation. Media Arts is an entry level course in computer graphics. It is designed to help students develop knowledge and understanding of the esthetic elements and principles of art in a setting that utilizes the computer as a creative tool. Students will be trained on the IMac Apple computers. This is a digital art class where students will be using the IMac Apple computer along with state-of-the-art software. Other materials may include traditional art supplies as well as digital cameras, digital video cameras, scanners, and printers. Much of the art work produced in Media Arts will be suitable for portfolio review by colleges and/or potential employers.

Advanced Media and Digital Photography (10, 11, 12)

Semester 1/2 Cr.

Prerequisite: Media Arts or Introduction To The Visual Arts

Course Description: This course does not satisfy the Art requirement for graduation. Advanced Media and Digital Photography is an advanced level computer graphics and digital photography course building on the knowledge and skills learned in Media Arts and/or Advertising Design. Advanced Media and Digital Photography will focus on the still image, computer graphics and digital art practice. Students will continue to develop their expertise using the Creative Suite software and Apple software on iMac computers.

Social Media Design & Advertising (10, 11, 12)

Semester 1/2 Cr.

Prerequisite: Introduction to the Visual Arts or Media Arts

Course Description: This course does not satisfy the Art requirement for graduation. This course is an advanced level computer graphics course that will build on the knowledge and skills learned in Media Arts using the Elements and Principles of Design. App design is one of the fastest-growing job sectors in America. Students will design for social media, implementing their photography and graphic design skills to enhance their social media presence, along with traditional ad layout and design. Students will be given the skills to create a competitive design portfolio that will help with acceptance into competitive art and design degree programs.

Digital Painting (10, 11, 12)

Full Yr., Alternating Days, 1/2 Cr.

Prerequisite: Studio in Art, Media Arts or Introduction To The Visual Arts

Course Description: This course does not satisfy the Art requirement for graduation. In this course students will learn philosophies and techniques for producing digital paintings and conceptual art by applying traditional art skills in the virtual environment. We will study from reference materials and direct observation to create paintings both realistic and imaginative.

Filmmaking (10, 11, 12)

Semester, 1/2 Cr.

Prerequisite: Media Arts or Introduction to the Visual Arts

Description: This course does not satisfy the Art requirement for graduation. Filmmaking is an advanced level digital arts course building on the knowledge and skills learned in Media Arts and/or Advertising Design. Filmmaking is specifically designed to enhance the student experience through the entire creative process of filmmaking—from film concept through digital editing and production. Students will continue to develop their expertise using advanced digital editing programs, such as Final Cut Pro. Filmmaking will provide students with a variety of creative and challenging art projects focusing on advanced techniques in digital video and editing.

Game Design and Animation (10,11,12)

Full Yr., 1

Cr.

Prerequisite: Media Arts or Introduction To The Visual Arts

Course Description: This course does not satisfy the Art requirement for graduation. In Game Design and Animation students will work in a 'real world' environment, using a modern computer lab and software, along with the foundations of animation and creativity to complete relative design challenges, all under the guidance of practicing professionals with industry experience. This course emphasizes the creative concept and builds on the development and technical skills needed in the creative service fields of animation, digital video, graphic design, web and interactive design. Students enrolled in Game Design & Animation will understand the basics of animation, storyboards, writing code, designing and implementing computer animation and gaming in a collaborative learning environment.

Communication Design: Advertising-Levels I & II (Level I-11,12)(Level II-12th gr. only) Full Yr.,3 Credits Ea.**Prerequisite:** Level I - None, Level II - Level I

Course Description: This course does not satisfy the Art requirement for graduation. Communication Design covers the principles and elements of design, color theory, the use of tools and equipment, as well as a comprehensive instruction in Photoshop, Illustrator, Web languages, Dreamweaver, Flash, Final Cut Pro, and a unit in drawing for Portfolio development. Students will prepare advanced work in layout, typography, digital photography, illustration, graphic design, computer graphics, and video production. Examples of culminating activities are: package design, magazine layout and logo designs, complete advertising campaigns, and a variety of other exciting projects. Level One (Three Credits) will feature integrated courses of study in Digital Photography, Print Design, Web Design, and Video Production. Level Two: (Three Credits) features "real job experience" studio work, as well as continued instruction in the major graphic programs used in advertising, web page design, and film industries today. Both Levels will receive instruction in digital photography, screenwriting, filming, editing, web programming, and print design applications. Heavy emphasis will be placed on portfolio development. Twelfth grade students will qualify to take the 2-Dimensional College Board Advanced Placement Art Studio exam using their Communication Design digital portfolios.