

# Studio Art Overview

Content Area: **Art**  
Course(s): **STUDIO ART**  
Time Period:  
Length: **N/A**  
Status: **Published**

## Course Overview

East Brunswick Graduation Requirements (as well as State Graduation Requirements) include the taking and passing of at least 5 credits of visual and performing arts at the high school level. Art studio is a full year foundation course for both Advanced Art Studio and Honors Art Studio. It is the keystone in a sequence of courses that enable vertical conceptual and technical growth for students in preparation for greater success in all art endeavors.

## PRIMARY CONTENT AREA AND SECONDARY AREAS OF FOCUS

NJ Student Learning Standards		NJ Student Learning Standards		NJ Student Learning Standards	
1. Visual and Performing Arts	P	5. Science		9. Career Education and Consumer/ Family/ Life Skills	S
2. Health and Physical Education		6. Social Studies			
3. Language Arts Literacy	S	7. World Languages			
4. Mathematics		8. Technology Literacy	S		

## Textbooks and other resources

### COURSE RESOURCES

1. Drawing, painting, printmaking and other two-dimensional media supplies and equipment
2. Computers with appropriate software, printers, scanner, digital camera
3. DVD player, videocassette recorder, television, video projector and screen

4. Two sinks and storage facilities to accommodate materials, equipment and student work
5. Display area
6. Books, posters, and reproductions

## Standards

1. Students will demonstrate the processes and techniques used for the production of two-dimensional works of art. Through

the use of a wide variety of art media, the students will be able to integrate processes and techniques to compose complex

messages. (1.2.12 D) (M), (1.1.12.B) (M)

1. Students will comprehend and apply knowledge of the elements and principles of design to art production and the analysis of their art and the art of others. (1.3.12.D) (M), (1.4.12.B) (M)
2. Students will formulate knowledge based responses to observed perceptions of two-dimensional works of art. Students

will be able to interpret their process and conceptual content in the form of an artist statement.

(1.1.12.A.1) (M), (1.4.12.A.4) (M)

4. Students will apply strategies for artistic problem solving with awareness that ideas and concepts can derive from many

sources including the works of others; and that they will apply the responsible use of visual images in their research and

production. (1.2.12.A.2) (M), (1.2.12.A.1) (M), (1.4.12.B.2) (M)

1. Students will demonstrate the ability to research and interpret other cultural and historical movements in art and reflect

their influence in the creation of their own contemporary art work. (1.2.12.A.2) (M)

## COURSE SCOPE AND SEQUENCE CHART

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Sequential Unit Description:	Associated CPI's to be Achieved	Marking Period Guide	Other Pacing Guide References	Proficiency Assessment

<b>Unit 1-Creative problem Solving with Elements &amp; Principles</b>  Creative application, production and analysis of works of art with a direct relationship to specific elements and principles of design. Projects may include design problems that combine specific elements and principles that can be identified and analyzed.  Historical resources may be used to demonstrate that elements and principles are both building blocks that can manipulate the human response or discernable attributes that can be applied to analyze a	1.2.12.A.2 (M) 1.2.12.A.2 (M) 1.2.8.D.1 (M) 1.1.12.D.2 (M) 1.4.12.B.2 (M)	1	4 weeks & ongoing	<ul style="list-style-type: none"> <li>• C pr cc ru</li> <li>• St fo</li> <li>• C pc</li> </ul>
<b>Unit 2-Still Life-Drawing from Direct Observation</b>  The still life is an historical and time-honored subject for presenting all forms of drawing. Historical references as well as fundamentals of observation are included. Methods and techniques of production will include a variety of art media. Production of values and spatial concepts will be addressed. Artist statement, self-assessment and critique will be introduced for work analysis.	1.1.12.D.2 (M) 1.4.12.B.2 (M)	1	5 weeks & ongoing	<ul style="list-style-type: none"> <li>• C pr cc ru</li> <li>• St fo</li> <li>• C pc</li> </ul>
<b>Unit 3-Concept Building-Creating a Series</b>  Examination and production of art as a body of work that examines and develops a theme using metaphorical cultural messages. Word web, synectics and other brain-storming techniques may be addressed.  Art production may employ media and technical parameters for presenting multiples using mixed media. Artist statement, self-assessment and critique may be used to analyze results.	1.3.12.D.4 (M) 1.1.12.D.2 (M) 1.4.12.B.2 (M)	2	5 weeks & ongoing	<ul style="list-style-type: none"> <li>• C pr cc ru</li> <li>• St fo</li> <li>• C pc</li> </ul>
<b>Unit 4- Composition and Color Theory</b>  This unit is designed to methodically introduce a complex	1.2.12.A.1 (M) 1.1.12.D.2 (M)	2	5 weeks & ongoing	<ul style="list-style-type: none"> <li>• C pr cc ru</li> <li>• St</li> </ul>

<p>sequence of processes used to create composition. Project work will include multiple steps including study drawings, thumbnails sketches and the deliberate use of principles of design to manipulate and create the desired composition.</p> <p>Color schemes, color mixing and psychological/neurological affects of color will be explored. Mixed (wet &amp; dry) color media (colored pencil, watercolor paints, acrylics, and pastels) techniques developed. Artist statement, self-assessment and critique may be used to analyze results.</p>	<p>1.3.12.D.3 (M)</p> <p>1.4.12.B.2 (M)</p> <p>3.2.12.A.4 (M)</p> <p>8.1.12.D.1 (D)</p> <p>8.1.12.F.2 (D)</p>			<p>fo</p> <ul style="list-style-type: none"> <li>• C</li> <li>pc</li> </ul>
<p><b>Unit 5-Figure Drawing and Proportions</b></p> <p>The human figure is an historical and time-honored subject for presenting all forms of drawing. Historical references as well as fundamentals of observation are included. Drawing styles (gesture, contour, value studies) and measurement systems introduced (midpoint, plumb &amp; level and comparative measurements).</p> <p>Human proportion systems used in the arts (average, Ideal, Heroic, fashion illustration). Methods and techniques of production will include a variety of art media. Artist statement, self-assessment and critique may be used to analyze results.</p>	<p>1.2.12.A.1 (M)</p> <p>1.1.12.D.2 (M)</p> <p>3.2.12.A.4 (D)</p> <p>1.4.12.B.2 (M)</p>	3	3 weeks & ongoing	<ul style="list-style-type: none"> <li>• C</li> <li>pr</li> <li>cc</li> <li>ru</li> <li>• St</li> <li>fo</li> <li>• C</li> <li>pc</li> </ul>
<p><b>Unit 6-Self-Portrait/Portraits</b></p> <p>The portrait/self-portrait is examined historically/culturally. As contemporary artists, the concepts of visual likeness versus expression of personal image are approached. Photorealism, humor, abstraction, surrealism and expressionism as possible frameworks.</p> <p>Facial proportion systems will be introduced for use with a variety of media. Computers may be used as a tool for creating digital images. Artist statement, self-assessment and critique may be used to analyze results.</p>	<p>1.4.12.B.2 (M)</p> <p>1.1.12.D.2 (M)</p> <p>1.2.12.A.2 (M)</p> <p>1.2.12.A.2 (M)</p> <p>1.1.12.D.2 (M)</p> <p>1.4.12.B.2 (M)</p> <p>3.2.12.A.4 (D)</p> <p>9.2.12.A.1 (D)</p> <p>8.1.12.D.1 (D)</p> <p>8.1.12.F.2 (D)</p>	3	3 weeks & ongoing	<ul style="list-style-type: none"> <li>• C</li> <li>pr</li> <li>cc</li> <li>ru</li> <li>• St</li> <li>fo</li> <li>• C</li> <li>pc</li> </ul>
<p><b>Unit 7-Perspective and Spatial Concepts</b></p>	<p>1.1.12.D.2 (M)</p> <p>1.2.12.D.3 (M)</p>	4	5 weeks & ongoing	<ul style="list-style-type: none"> <li>• C</li> <li>pr</li> <li>cc</li> <li>ru</li> </ul>

One, two and three point perspective will be introduced. Defining 3-D form with value in various media, overlapping and aerial perspective also serve as tools for creating the illusion of 3D space.	1.4.12.B.2 (M) 3.2.12.A.4 (D)			<ul style="list-style-type: none"> <li>• St</li> <li>fo</li> <li>• C</li> <li>pc</li> </ul>
Projects may include on-site perspective drawing, drawing from 3D models and constructing imaginative concepts using one, two and three point perspective.				
<b>Unit 8-Reproduction Techniques-Printmaking</b>	1.2.12.A.1 (M)	4	4 weeks & ongoing	<ul style="list-style-type: none"> <li>• C</li> <li>in</li> <li>w</li> <li>• St</li> <li>fo</li> <li>• C</li> <li>pc</li> </ul>
Methods of art reproduction will be explored as art and as graphic illustration. Printmaking history and techniques viewed may be discussed.	1.1.12.D.2 (M) 1.3.12.D.3 (M) 3.2.12.A.4 (D) 1.4.12.B.2 (M)			
Art production will address alteration of drawing style to fit the printmaking technique. Work may address registration for the purpose of creating multiple printing plates and technical processes involved with plate-making. Projects may include stencils, linoleum prints, monoprints, woodcut prints, and digitally produced images.				
Artist statement, self-assessment and critique to analyze results.				

VPA.1.1.12.D.1	Distinguish innovative applications of the elements of art and principles of design in visual artworks from diverse cultural perspectives and identify specific cross-cultural themes.
VPA.1.1.12.D.2	Translate literary, musical, theatrical, and dance compositions by using them as stimulus/inspiration for corresponding visual artworks.
VPA.1.2.12.A.1	Determine how dance, music, theatre, and visual art have influenced world cultures throughout history.
VPA.1.2.12.A.2	Justify the impact of innovations in the arts (e.g., the availability of music online) on societal norms and habits of mind in various historical eras.
VPA.1.3.12.D.1	Synthesize the elements of art and principles of design in an original portfolio of two- and three-dimensional artworks that reflects personal style and a high degree of technical proficiency and expressivity.
VPA.1.3.12.D.2	Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding.
VPA.1.3.12.D.3	Organize an exhibit of personal works of visual art that convey a high level of understanding of how the expression of ideas relates to the art media, art mediums, and

techniques used.

VPA.1.3.12.D.4	Analyze the syntax and compositional and stylistic principles of two- and three-dimensional artworks in multiple art media (including computer-assisted artwork), and interpret themes and symbols suggested by the artworks.
VPA.1.3.12.D.5	Identify the styles and artistic processes used in the creation of culturally and historically diverse two- and three-dimensional artworks, and emulate those styles by creating an original body of work.
VPA.1.4.12.A.1	Use contextual clues to differentiate between unique and common properties and to discern the cultural implications of works of dance, music, theatre, and visual art.
VPA.1.4.12.A.2	Speculate on the artist's intent, using discipline-specific arts terminology and citing embedded clues to substantiate the hypothesis.
VPA.1.4.12.A.3	Develop informed personal responses to an assortment of artworks across the four arts disciplines (dance, music, theatre, and visual art), using historical significance, craftsmanship, cultural context, and originality as criteria for assigning value to the works.
VPA.1.4.12.A.4	Evaluate how exposure to various cultures influences individual, emotional, intellectual, and kinesthetic responses to artwork.
VPA.1.4.12.B.1	Formulate criteria for arts evaluation using the principles of positive critique and observation of the elements of art and principles of design, and use the criteria to evaluate works of dance, music, theatre, visual, and multimedia artwork from diverse cultural contexts and historical eras.
VPA.1.4.12.B.2	Evaluate how an artist's technical proficiency may affect the creation or presentation of a work of art, as well as how the context in which a work is performed or shown may impact perceptions of its significance/meaning.
VPA.1.4.12.B.3	Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world.

## **Grading and Evaluation Guidelines**

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### **GRADING PROCEDURES:**

- Projects/portfolios with delineating rubrics
- Sketchbook/class work/quizzes
- Studio Performance
- Display/critique/presentation
- Midterm and final exams

In terms of proficiency level the East Brunswick grades equate to:

A	Excellent	Advanced Proficient
B	Good	Above Proficient
C	Fair	Proficient
D	Poor	Minimally proficient
F	Failing	Partially Proficient

The final course proficiency grade will be the average of the four marking period grades (80%) and the mid-year (10%) and final (10%)

examinations aligned with NJSLS/CPI and Grade 12 benchmarks\* for Studio Art.

- Marking period grades will be based on the average of Unit grades.
- Unit assessments, delineated for each unit, will include such measures as:

Production of artwork (coded to NJSLS/CPIs')

Assessed class discussions, oral contributions

Project planning/Research

Rubrics

Teacher Evaluation

Written Assignments

#### COURSE EVALUATION:

In Art Studio, the goal is that a minimum of 95% of all pupils will achieve at least minimum proficiency (D or better) relative to the NJSLS set for this course. The department will review student achievement at all levels of proficiency relative to marking period grades, and if necessary, the individual components and assignments comprising these grades. Student achievement will further be analyzed to compare the achievement of the total enrollment vs. sub-groups to determine course areas requiring greater support or modification. As a result of the analysis, decisions will be made concerning modifications to course content and/or instructional methodology.

#### Other Details

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##### 1276 - Studio Art (East Brunswick High School)

Projected Number of Students	School #’s	Course Level	Course Length	Grade Level	Credits	Min. Per Week	Elective/Required	Initial Course Adopted
64	050	A	F	10-12	5.00	210	E	09/06/2007

