

Mixed Media - Course overview

Content Area: **Performing Arts**
Course(s):
Time Period: **Marking Period 1**
Length: **35 Weeks**
Status: **Published**

School Mission Statement

The mission of Chartertech is to provide artists the opportunity to blend principles of artistic expression with cutting-edge technology, so artists will excel in academic, career, and civic pursuits and contribute to the harmony and productivity of the 21st century.

Artistic integration: Performing arts will be accessible to all artists as a skill and content area and will serve as a vehicle for imparting, enlivening, and motivating excellence in all academic topics, as well as providing a platform for learning multicultural appreciation and empathy, not just tolerance.

Technological integration: Technology will serve as the foundation for instructional delivery systems leading to knowledge acquisition, concept understanding, and skill mastery in all academic subjects. Technology will not be studied as a separate entity but infused into the very fabric of educational pursuits, exactly as it occurs in the business world. Artists will be prepared to compete in the modern workplace or post-secondary institution.

"Education has always been torn between vocational and utilitarian purposes on one hand and creative and holistic purposes on the other... We are rapidly entering a world that is hard to imagine. By developing the problem-solving skills, creativity, and discipline required in the arts, artists can prepare for life in the 21st century."

From Understanding How the Arts Contribute to Excellent Education

National Endowment for the Arts, 1991

School Goals

Goals for Arts Education:

Artists will learn the knowledge, skills, and abilities necessary to turn their passions and gifts in the arts into vocations or serious avocations.

Objective 1: Each year, each artist will take two semesters (10 credits) of career-oriented training (80 minutes per day) in their artistic major.

Objective 2: Each marking period, each artist will perform or produce frequently, in diverse settings and for diverse audiences.

Objective 3: Artistic instruction will be integrated into the study of all academic subjects.

Objective 4: Each year, each artist will complete at least twenty after-school “lab” hours in their artistic major. These will constitute career-oriented service to the school and/or community, and demonstrate accomplishment of the NJCCCS crosscutting workplace readiness standards.

Goal for Technology:

Chartertech will model the technology-intense workplace and artists will be able to compete successfully and perform well in a technology-intense workplace.

Objective 5: Each artist will routinely use technology in a workplace-like manner to acquire, analyze, communicate, and present information in every subject.

Objective 6: Each artist will have access to a computer every day, every class so that automated sources will be the main conduit for educational content.

Objective 7: All administrative and instructional functions of the school will be supported by the most modern technology available.

Goals for Academic Achievement:

Artists will apply themselves in the serious pursuit of knowledge and skills, especially skills in critical thinking, problem solving, decision making, and communication.

Objective 8: Each year, and to be promoted to the next grade each artist will pass five credits in English, Health, Social Studies, Science, Mathematics, and PE/Health. Between grades 9-12 artists will also complete 1 year of Spanish.

Objective 9: In each academic subject, each year, each artist will complete a significant project that involves critical thinking, problem solving, decision making, and communication skills, and which demonstrates cross-content workplace readiness skills.

Objective 10: Each year artists will develop a artist resume to guide his/her academic and artistic studies and to document his/her academic and artistic accomplishments. This work will be done under the mentorship of the faculty in the artist’s artistic major.

Objective 11: Academic instruction in all subjects will be highly cross-curricular, in accordance with curricula design and continuously improved by teachers, in compliance with the New Jersey Artist Learning Standards.

Course Description

Course Title:	Mixed Media Sketchbook - Drawing
Department:	Fine Arts
Prerequisite:	None
Number of Credits:	5
Grade Level(s):	9-12

Standards:	Aligned to New Jersey Student Learning Standards for Visual and Performing Arts
Description of Course	Mixed Media is a year-long visual art course where students will explore and experience a variety of painting techniques, media, and historical approaches to art. Painting is a problem-solving course dealing with form, color, line, and texture (figurative and abstract). Through the use of the world outside the classroom, models, drawings, photographs, and imagination, students interpret and express the contemporary painter 's world in a variety of materials including acrylic, tempera paint, watercolor, ink, dyes, paper, fabric and canvas as well as a variety of experimental media. The course will engage artists in both independent and group work while moving through a variety of media and projects in the styles of abstract, minimalist art, pop art, and surrealist art. Projects and assignments will be rooted in fine art and design principles. Through lectures and discussions this course will explore central themes as well as the ideas behind some of the most important works of the past 60 years.

Overview & Pacing

Unit #	Major Content	Expected Time
Unit 1 - Principles of Art through Mixed Media	Principles of Art through Mixed Media introduces artists to various mediums while focusing on the Principles of Art, (Balance, Contrast, Emphasis, Movement, Pattern, Rhythm, and Unity/Variety). Projects will include book making, Pareidolia, Grid Journals, Journaling with paper scraps.	9 Weeks
Unit 2 - Principles of Design through Mixed Media	Principles of Design through Mixed Media introduces artists to various mediums while focusing on the Principles of Design, (Emphasis, Balance and Alignment, Contrast, Repetition, Proportion, Movement and White Space). Projects will include college media, stencil design, Recycling journal.	9 Weeks
Unit 3 - Pop Art	Pop Art will introduce artists to the works of Andy Warhol. Students will explore working in large scale 3D sculpture as well as 2D Pop Art Design Work.	8 Weeks

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