

08_Technology Use in Art Making

Content Area: **TEMPLATE**
Course(s):
Time Period: **Full Year**
Length: **Type Length of Unit**
Status: **Published**

General Overview, Course Description or Course Philosophy

OBJECTIVES, ESSENTIAL QUESTIONS, ENDURING UNDERSTANDINGS

Objective: Technology knowledge and application are relevant and valid in the creation of fine art.

Essential Questions: What conditions, attitudes and behaviors support creativity and innovative thinking? Why do artists follow or break from established traditions? How do artists determine what resources and criteria are needed to formulate artistic investigations?

Enduring Understandings: Creativity and innovative thinking are essential life skills that can be developed. Artists and designers shape artistic investigations, following or breaking with traditions in pursuit of creative art-making goals.

CONTENT AREA STANDARDS

VA.9-12.1.5.12adv.Cr3	Refining and completing products.
VA.9-12.1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
VA.9-12.1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors. Reflect, Refine, Continue

RELATED STANDARDS (Technology, 21st Century Life & Careers, ELA Companion Standards are Required)

TECH.9.4.12.DC.6	Select information to post online that positively impacts personal image and future college and career opportunities. Digital communities influence many aspects of society, especially the workforce. The increased connectivity between people in different cultures and different career fields have changed the nature, content, and responsibilities of many careers.
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STUDENT LEARNING TARGETS

Declarative Knowledge

Students will understand that:

- Creativity and innovative thinking are essential life skills that can be developed. Artists and designers shape artistic investigations, following or breaking with traditions in pursuit of creative art-making goals.

Procedural Knowledge

Students will be able to:

- Follow or break from established traditions.
- Determine what resources and criteria are needed to formulate artistic investigations.
- Have a general and working knowledge of the technology available in the studio.
- Utilize media center technology.
- Utilize, access and store digital files.

EVIDENCE OF LEARNING

Alternate Assessment

- Teacher/Student Conferences
- Drawings
- Projects

Formative Assessments

Students must be able to demonstrate their understanding, implementation and mastery of the use of technology in the art making process.

Summative Assessments

Students will be checked on technology use and implementation in the studio and in the student's Art Major 2 H digital folder.

RESOURCES (Instructional, Supplemental, Intervention Materials)

Teacher developed and created Power Point presentations

Authentic artist examples

Student examples

Class discussions

Questions and answers

Available technology

Tools

Handouts

Teacher demonstrations

One on one differentiated instruction

INTERDISCIPLINARY CONNECTIONS

Gain digital skills that will transfer beyond the classroom.

ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS

See link to Accommodations & Modifications document in course folder.