06_Create with Drawing Tools

Content Area: **Art**
Course(s):
Time Period: **Semester**
Length: **2 Weeks**
Status: **Published**

General Overview, Course Description or Course Philosophy

The computer arts course is designed to offer students the skills and understanding to navigate and create artwork in the leading industry-standard vector graphics software programs. Students will create everything from web and mobile graphics to logos, icons, book illustrations, product packaging, and billboards. They will turn shapes and colors into logos and icons. Create typography, draw freehand, and trace and recolor graphics. They will work predominantly in Adobe Illustrator which is vector-based, so their artwork stays crisp even when scaled up to stadium size. Students will have assembled a digital portfolio showcasing their skills by the end of the course.

OBJECTIVES, ESSENTIAL QUESTIONS, ENDURING UNDERSTANDINGS

Objective: Learn the basics of using the drawing tools, including how to use the Pencil and Curvature tools, how to edit paths, and more.

Essential Questions: How can an artist construct a media artwork that conveys purpose, meaning and artistic quality? How do media artists improve/refine their work?

Enduring Understandings: The forming, integration and refinement of aesthetic components, principles and processes create purpose, meaning and artistic quality in media artworks.

CONTENT AREA STANDARDS

MA.9-12.1.2.12acc.Cr3a	Apply ideas with deliberate choices in organization, integrating content and stylistic conventions.
MA.9-12.1.2.12acc.Cr3b	Demonstrate an understanding of media art principles through a selection of tools and production processes.
MA.9-12.1.2.12prof.Cr3	Refining and completing products.
MA.9-12.1.2.12prof.Cr3a	Understand the deliberate choices in organizing and integrating content, stylistic conventions, and media arts principles such as emphasis and tone.
	Construct

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

TECH.9.4.12.CI   Creativity and Innovation

With a growth mindset, failure is an important part of success.

STUDENT LEARNING TARGETS

Declarative Knowledge

Students will understand that:

- Artists can make deliberate choices in organizing and integrating content, stylistic conventions, and media arts principles such as emphasis and tone.
- Artists can refine and modify media artworks, emphasizing aesthetic quality and intentionally accentuating stylistic elements to reflect an understanding of personal goals and preferences.

Procedural Knowledge

Students will be able to:

- Demonstrate the basics of the drawing tools, including how to use the Pencil and Curvature tools, how to edit paths, and more.
- Use drawing tools to construct a media artwork that conveys purpose, meaning and artistic quality.
- Create purpose, meaning and artistic quality in media artwork throught the use of forming, integration and refinement of aesthetic components, principles and processes.

EVIDENCE OF LEARNING

Alternate Assessments

- Teacher/Student Conferences
- Portfolios
- Modified Rubrics

Formative Assessments

Teacher Observation

Teacher Feedback and Discussions

Student Journal

Practical Exercises

Independent Investigation Activities

Summative Assessments

Teacher Rubrics

Final Projects

Reflection Worksheet

Self Evaluation

Critiques

RESOURCES (Instructional, Supplemental, Intervention Materials)

Adobe Illustrator

Adobe Fresco

Google Drawing

Procreate

INTERDISCIPLINARY CONNECTIONS

By developing a growth mindset, they will become accustomed to failure as an important part of success by the time they are in the workplace.

ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS

See link to Accommodations & Modifications document in course folder.