**Art I Syllabus – Ms. Montgomery**

I’m looking forward to a year full of creative thinking, drawing, painting, graphic and 3D design. This year will begin with drawing essentials and creative mark making. From there we will explore mixed media/painting, graphic design and three-dimensional art. Some projects will be connected with content you are investigating in other classes and will allow you to deepen your understanding and responding to the curriculum.

The Art I Curriculum is structured around three Big Ideas:

**Personal Expression**

Students develop and share original ideas. Students explore and nurture their own creativity through experimentation with materials, multiple art media, and exposure to historical and contemporary art and artists. Students contribute original ideas to our community and culture.

**Visual Literacy**

A cartoon of a person wearing virtual reality goggles

Description automatically generated

Visual literacy is about communicating visually and making sense of the thousands of images we see on a daily basis. Students gain knowledge and skills to effectively articulate their ideas. Students employ principles and elements of design (visual elements, design and composition principles, visual effects). Students utilize new and available technologies.

**Design Thinking Process**

A diagram of a design thinking process

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Students learn to think like designers to solve problems and develop innovative solutions and ideas. Students employ design process strategies (Discover, Understand/Define, Interpret, Ideate/Brainstorm, Prototype, Experiment/Test & Refine).

**COMPENTENCY GOALS AND OBJECTIVES**

Embedded within lesson and unit goals and objectives, the course utilizes the National Standards for Arts Education, and align with the[Ohio Visual Arts Content Standards.](https://education.ohio.gov/getattachment/Topics/Learning-in-Ohio/Fine-Arts/Fine-Arts-Standards/FA_Visual-Arts_2024_Final.pdf.aspx?lang=en-US)

**STUDIO HABITS OF THE MIND**

**Develop Craft:**Learning to use tools, materials, artistic conventions; and learning to care for tools, materials, and space.

**Engage & Persist:**Learning to embrace problems of relevance within the art world and/or of personal importance, to develop focus conducive to working and persevering at tasks.

**Envision & Sketch:** Learning to picture mentally what cannot be directly observed, and imagine possible next steps in making a piece.

**Express:**Learning to create works that convey an idea, a feeling, or a personal meaning.

**Observe:** Learning to attend to visual contexts more closely than ordinary “looking” requires, and thereby to see things that otherwise might not be seen.

**Reflect:**Learning to think, talk with others & record aspects of one’s work or  process; learning to judge one’s own work and working process and the work of others.

**Engage as an Arts Community:**Learning to interact as an artist with other artists (i.e., in classrooms, in local arts organizations, and across the art field) and within the broader society.

**TURNING IN WORK**

* All course assignments will be due through Padlet or Schoology dropbox. Sketchbook checks will be periodic. All due dates and submission instructions can be found on Schoology. Resources and instructional materials can also be found on our class website, which is also posted through Schoology.
* Assignments are due on the posted due date but will be accepted the following day for full credit.
* Please note: It is understood that we work at different paces, and some of us may desire extended time to complete work to our own standards. If you are demonstrating consistent effort in class and desire extended time beyond due dates, please feel free to request an extension. This will require you to complete work outside of class so you can continue with current class work. Work can be done at home or during Open Studio time that is provided every Thursday after school from 3:30-4:30. Additional times can be arranged should you need access to supplies or studio space.



**ABSENCES & MAKE UP WORK**

Projects for the class generally last multiple days and this will be indicated on Schoology.  All assignments are presented and reviewed in class, however, students who are absent from class are responsible for staying up-to-date on tasks and deadlines through Schoology. Students are responsible for managing their work and meeting deadlines.

If you are absent, it is your responsibility to consult Schoology and the associated links for material and tasks you may have missed. All work from excused absences (within 5 days of a due date) may be made up for full credit with equal number of absent days added to the due date. Students are responsible for keeping up with current assignments regardless of make-up work. Students may request an additional extension if needed.

**ASSESSMENT**

This is a process-oriented class and students are evaluated primarily through projects and related materials including:

***Sketches/Drafts, Achievement of Goals and Skill, Quality Craftsmanship,***

***Effort, Personal Progress, Self Reflection,  Peer Critique, and Presentations of Work***

* Assignments, along with related presentation materials, models, work samples, due dates and assessment rubrics are posted on Schoology with links to content.
* While there are many opportunities for collaboration, the majority of graded assignments are evaluated individually.
* Partner and group projects will receive a group grade when members of the team work collaboratively for a final product.

**PHONES & PERSONAL TECHNOLOGY**

Phones, Smartwatches, and AirPods (or similar devices) are not allowed. An exception will be use of camera phones to photograph artwork for submission. You will be informed when we are using phones for these purposes. On these days, phones will be stored in pockets when not in use as cameras. Headphones to listen to music on your computer during specified worktimes are permitted.