

DESIGN 11

Course Outline

Mr. P. Syme

All course material available at:

<http://schools.ednet.ns.ca/avrsb/070/psyme/Design11Framset.html>

Email your teacher 24/7 at: psyme@gnspses.ca

OUR PURPOSE:

Design is all around us. We take advantage of design everyday, and in many ways, designs take advantage of us. To be empowered with design education is to both be able to create designs that impact people and to be able to identify and assess how designs impact us.

This semester you will come up with solutions to make the Annapolis Valley a better place to live.

1 DESIGN FUNDAMENTALS

The Basics

- Design Thinking / Process
- a logic of invention
- Laws of Media

Rendering / Drawing Skills

- describing form
- line, texture, shape, value, and colour
- organizing visual ideas: principles of design

Design Issues

- design's impact on humans and the environment & vice-versa
- exploring propaganda

Design Projects

- Design Thinking
- Bauhaus, Principles of Design, font design, sketch cover design.
- Sketchbook drawings and development

2 COMMUNICATION DESIGN

Ideas, Devices, and Strategies

- counterculture
- aesthetic ideas
- branding
- presentation skills
- design process and briefs

Software applications

- Adobe Photoshop and InDesign
- Macromedia Studio suite
- iMovie

Design Project

- case studies
- media power project

3 DESIGN FOR LIFE

Built Environment

- architecture
- interior design
- installations

Product

-form follows function

Deconstruct a space or product

- Where did it come from and for what purpose?

Design Project

- Design or redesign an environment to better serve a function
- Redesign a product to better suite an audience or to target a whole new audience or intent.

DESIGN JOURNAL: (20% OF THE COURSE)

Students will complete a minimum of two drawings per week, each taking one hour of your time. During this personal time you are encouraged to DRAW, EXPERIMENT and INVESTIGATE.

To Draw you might study forms from direct observation, experiment with materials and procedures.

To Investigate you may dig into our central research topic, Food. Keep notes, menus, research and draw food or subjects related to food (e.g. cattle, carrots).

4 FINAL PROJECT

You will be spending the term solving problems in your community, to make it a better place to live and be. During this stage you will hone your ideas towards one major design solution.

ASSESSMENT:

Assessment in art is an ongoing process. Assessment occurs in class and through one-on-one discussions. Design in progress is assessed to better hone what and how students learn. Completed projects are evaluated largely on the evidence of the students' process rather than the quality of their products. Student performance in art can only be measured by whether or not the individual meets the criteria of an assignment and by the degree of effort afforded to meeting or excelling beyond such criteria. Students who successfully complete this Art course should have the many of the skills required to engage

Design Journal:

20%

With each project, students are expected to explore and develop ideas towards making art works that captivate an audience.

Also, in each term, complete approximately one hour of drawing per week. During this personal time you are encouraged to investigate materials and ideas and to practice communicating and recording your perceptions. This will be 15 drawings per term.

Design Projects:

60%

After developing a project in sketch form, you are ready to build a project using appropriate materials. This is the piece that could be displayed.

Responding and Reflecting

10%

Through class discussions, activities and written reflections, students are expected to communicate their understanding of their art and the art of others.

Documentation and Forums

10%

You will be expected to upload and share documentation of your design process and experiences in an ongoing forum and to discuss the posts of others. All evidence for assessment will be uploaded to Google Classroom.

DUE DATES/ LATE PROJECTS:

Your success is our number one goal! of course, we would like all students to have their projects done on time so you can be fully engaged in the next project. **If you think your project is going to be late, for whatever reason, you MUST communicate with your teacher to make new arrangements BEFORE the deadline.**

Design Materials \$20

Provides you with a sketchbook, pencils, set of coloured pencils, eraser, clip, coloured media and artist quality supplies in the classroom.

CLASSROOM EXPECTATIONS:

- Always come to class **on time** and at least with your **sketchbook and a pencil**
- **There will be a class activity set up for you for your first five minutes of each class. Come in, sit down and start the activity. Have fun!**
- **During class, we expect all teachers and you the student to CREATE>**
 - Communicate** your needs and insights with your teachers and peers
 - Respect** yourself teachers and peers
 - Encourage** yourself and each other
 - Be **Attentive** in class, particularly when someone (teacher) has the floor
 - Think **Team...** we work as a collective, supporting each other
 - Experiment** with ideas and materials. Take chances, make mistakes...
- **Cleanup** after yourself and as part of the class community.

**SUBJECT TO
CHANGE**