# Ant 10

#### **Course Outline**

Mr. Paul Syme <a href="mailto:psyme@gnspes.ca">psyme@gnspes.ca</a>

All course material available at: <a href="http://schools.ednet.ns.ca/avrsb/070/psyme/">http://schools.ednet.ns.ca/avrsb/070/psyme/</a>
Art10Framset.html

## Our purpose:

You will employ various art media to explore identity, aesthetics, and issues that make up your visual culture. This course strives to help you express and create forms that address personal, regional, and global problems through art.

#### **Projects to explore:**

- Gestures and Textures in Clay and Relief Printing
- Exploring Self In Context (including workshops in figure drawing, texture, & colour)
- Sketchbook Cover Design (collage and social art)
- Biomorphic Masks (invention and social art)
- Compositional Photography (digital photos)
- Painting (observational and expressive art)
- Perspective drawing (space & expressive art)
- Personal Sketchbook (weekly independent sketches)

#### **Assessment:**

- Assessment in art is an ongoing process. Assessments occur in class and through one-onone discussions.
- Art projects are evaluated mainly on 4 criteria: creating meaning; idea development; use
   of materials or processes, and compositional elements. Classroom climate, sketches,
   conversations, and reflections are intended to cultivate these qualities.
- Students who successfully complete this Art course should be able to apply many of the skills needed to critically engage ideas, materials, and problems in need of solutions.

#### Mark Breakdown:

Sketchbook: 35%

With each project, students explore and develop ideas towards making art works that captivate an audience visually and conceptually. Good ideas and compositions result from play, experimentation, and time. Therefore, students are asked to record and iterate several ideas for each project (15%)

Also, students are asked to draw on their own for one hour per week (1/2 hour for yearlong students). During this personal time learners are encouraged to develop creative ideas, skills, and media appreciation. This should be represented in 20+ drawings (20%)

#### **Major Projects:**

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. Teachers will also be making assessments as we observe each learner's creative process.

10%

#### **Responding and Reflecting:**

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

#### **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 the first five minutes of each class.
   Come in, and start the activity
- During class, we CREATE>

**Communicate** needs and insights with teachers and peers

Respect yourself and everyone else

**Encourage** yourself and each other

Be **Attentive** in class, particularly when someone has the floor

Think **Team...** we work as a collective, supporting each other, and

**Experiment** with ideas and materials. Take chances, make mistakes...

Cleanup after yourself and as part of the class community.

#### **Supplies:**

Your core supplies are provided for you as part of this course. Additional learning materials that make this course more cohesive and meaningful can be purchased through the school at 50% cost: Since the program began in 1997, this materials fee has never gone up.

### Your \$20.00 Art Kit includes:

A sketchbook, pencils, set of coloured pencils, eraser, coloured media, and artist quality supplies in the classroom.

#### Mixed Media Supplies from students:

- Textured textiles ( lace)
- old hardcover books,
- string, wire,
- cigar box or of the sort,
- 3+ magazines with a variety of images (to be cut up 3= 1 item)
- Metal scraps and other weird metal parts (wielding shop)
- Carpet and textile scraps (carpet factory)
- Plastic colorful signage scraps (sign designer)
- Cardboard (Furniture store)
- Cow skulls/bones
- Fabric
- Hide and Leather

Subject To Change