Canterbury High School

Ottawa-Carleton District School Board
Visual Art Department
Semester I – 2010 – Course Outline

Course Title: Visual Art   **Grade Level: 10**
Course Code: AVI20   **Credit Value: 1**
Prerequisite:

Course Overview 110 hours
This course emphasizes learning through practice; building on what students know; and introducing them to new ideas, materials, and processes for artistic thinking and experimentation. Student learning will include the refined application of the elements and principles of design, incorporating the creative and design processes, and the relationship between form and content.
Students will also learn about the connections between works of art and their historical contexts. Course objectives may be achieved either through a comprehensive program or through a program focused on a particular art form (e.g., drawing, painting).

Strands:
Course Expectations
Theory
By the end of this course, students will:

        * demonstrate an understanding of the design process;

        * differentiate historical artworks by content, theme, style, techniques, and materials;

        * explain the social and historical context and the chronology of distinctive artistic styles;

        * identify the skills required in various visual arts and art-related careers.
Creation

By the end of this course, students will:

        * produce a work designed around specific objectives and challenges (e.g., composition issues, subject matter, use of visual language);

        * demonstrate the ability to take varied and creative approaches to using materials, tools, processes, and technologies in studio activities;

        * explain the importance of process in relation to the final product;

* use concepts of visual literacy in describing their art activities.

Analysis

By the end of this course, students will:

    * apply critical analysis processes to their artwork and works studied;

    * identify sensory, formal, expressive, and technical qualities in their own works and works studied;

    * describe interrelationships among art, the consumer, and the community.

<u>Units of Study</u>

Unit	Description/Theme/Medium	Duration
Illustration	Illustrated piece using Pencil Crayon	2 wks
Painting	Using works from Renaissance for inspiration impart cubist or futurist sensibility Create a "series" piece where a thematic thread is retained in each piece	2 wks 2 wks
Art History	The Renaissance Explore context to the great artists of this period; recognize particular characteristics found in works from this time; review important terms in art and ideology that defines the time such as humanism, the Reformation and Counterreformation	1 wk
Art with social content	Through extensive discussion develop social issue themed piece	2 wks
Drawing	Working from life models as well as still life Incorporate a variety of media including conte, pencil, and pen and ink Explore pastels with fruit as theme	2 wks 1 wk
Printmaking	Discover the possibilities of texture and Form in Lino using photographs from home-work assignment	2 wks
Sculpture	Using papier mache, adapt an animate aspect of painting to transform into 3D	2 wks

Teaching Strategies

- teacher demonstration   investigative research
- written assignments   models
- brainstorming   student/teacher conferencing
- small group work   portfolios
- field trips
- department video and library resources
- skill development and review
- exemplars

Assessment and Evaluation Strategies

- observation (formal and informal)
- portfolios
- sketchbooks
- self evaluation
- written work
- artist statements
- exhibition

Evaluation Summary

Achievement Category   **UNITS**   **MARK WEIGHTING**

70% PORTION OF THE COURSE

Communication

Thinking and Inquiry

Knowledge and Understanding

Application

30% PORTION OF THE COURSE

Summative Task
Portfolio and exhibition