

Canterbury High School

Ottawa-Carleton District School Board

Visual Arts

Semester II – 2010/11 Course Outline

Course Title: Visual Arts (Computers)	Grade Level: 10
Course Code: AWS4M	Credit Value: 1.0
Prerequisite: Grade 11 Visual Arts (Computers)	

Course Overview (110 hours)

This course emphasizes the refinement of media arts skills through the creation of a thematic body of work by applying traditional and emerging technologies, tools, and techniques such as multimedia, computer animation, installation art, and performance art. Students will develop works that express their views on contemporary issues and will create portfolios suitable for use in either career or postsecondary education applications. Students will critically analyse the role of media artists in shaping audience perceptions of identity, culture, and community values.

Strands: Course Expectations

- **The Creative Process:** apply the creative process to create media art works, individually and/or collaboratively;
- **The Principles of Media Arts:** design and produce media art works, applying the principles of media arts and using various elements from contributing arts (dance, drama, music, visual arts);
- **Using Technologies, Tools, and Techniques:** apply traditional and emerging technologies, tools, and techniques to produce and present media art works for a variety of audiences and purposes.
- **The Critical Analysis Process:** demonstrate an understanding of the critical analysis process by using it to monitor the creative process, and by examining, interpreting, assessing, and reflecting on media art works;
- **Identity and Values:** demonstrate an understanding of how media art works reflect personal and cultural identity, and affect personal, cultural, and community values and their awareness of those values;
- **Connections Beyond the Classroom:** demonstrate an understanding of the types of knowledge and skills developed in media arts and how they can be used outside the media arts classroom.
- **Terminology:** demonstrate an understanding of, and use correct terminology when referring to, elements, principles, and other concepts relating to media arts;
- **Contexts and Influences:** demonstrate an understanding of the sociocultural and historical contexts of media arts;
- **Responsible Practices:** demonstrate an understanding of responsible practices associated with producing, presenting, and experiencing media art works.

Units of Study

The course continues the three disciplines explored in Grade 11: Graphic Design, Digital Illustration and Animation. Focus is placed on extending these skills and understandings through multi-phased, and often group-based, assignments and projects. In particular, emphasis is placed on works that will go beyond the classroom into the greater community.

Unit 1: Advanced Graphic Design

Understanding principles of graphic design, layout, typography, as well as a advanced knowledge and understanding of computer graphics software. Further exploration into the individual's relationship with virtual creative environment in the areas of fine & commercial arts.

Unit 2: Advanced Animation

Further examine the principles of traditional and digital animation; emphasis on collaboration in bringing together varied elements (conceptual drawings, key-frames, sound, editing) with the intent of producing larger group-based animation artifacts, either narrative or experimental in nature.

Unit 3: Studio-Based Projects

Execution of multi-phased projects focused on the real-life integration of concepts and skills demonstrated earlier. Emphasis is placed on group work, experience in studio environments and industry practices, client-based relationships and commercial considerations.

Unit 4: Summative

Transforming artworks from previous units into a new creative form using some aspect of digital or emergent technology, e.g. interactive web-based or digital portfolio. These will be presented to the class and analysed with consideration toward cumulative process in the development of skills and concepts. Summative for the Fall 2010 semester will begin during the week of 6 December, two weeks before Winter Holidays begin.

Teaching Strategies

- Teacher demonstration
- Research and Reflective papers
- Brainstorming
- Storyboarding
- Integrated project work
- Skill development and review
- Exemplars

Assessment and Evaluation Strategies

- Observational assessment (formal and informal)
- Information file
- Process work (mock-ups, thumbnails, storyboards)
- Self- and Peer- evaluation
- Submitted work for publication (online and print)
- Artistic statement and reflection
- Tests and quizzes (theoretical and practical)

Evaluation Summary

- The 70% mark should include evaluations of the four categories (knowledge/understanding, Thinking/Inquiry, Communication and Application).
- Weighting of categories may vary from subject to subject, reflecting the difference in the program and expectations for that subject.
- 30% of the final grade in all courses will be based on a final evaluation that will be administered at or towards the end of the course.
- This summative evaluation will take the form of a major assignment that draws on the four learning categories, with particular emphasis on Application/Connections and Communication. Further focus should be placed on the process and integration of traditional/new media techniques/practices with a weighing of 20%.
- The summative evaluation process will allow the student to fully demonstrate the key course expectations across the four Achievement Chart categories.