“Creativity is a key part of the educated mind.” ~by Sir Ken Robinson

In order to attend an art university, you must have a portfolio that includes not only breadth in medium but depth in concept. This can only be achieved by a focused sequential approach to selecting art courses. A suggested sequence is listed below. Even if you are not interested in a career in art, there are other benefits to a comprehensive educational experience that includes the arts. Arts education helps students foster a sense of flexibility, a key component to creativity. Self-expression and communication are enhanced. And art is just fun.

**Some Art Related Careers:**

<table>
<thead>
<tr>
<th>Studio/Fine Art</th>
<th>2D Design/Graphic Arts</th>
<th>3D Design</th>
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</thead>
<tbody>
<tr>
<td>Airbrushing</td>
<td>Animator</td>
<td>Automobile Designer</td>
</tr>
<tr>
<td>Architecture</td>
<td>Art/Film Critic</td>
<td>Craftsperson</td>
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<tr>
<td>Art Consultant/Dealer</td>
<td>Automobile Designer</td>
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<tr>
<td>Art Teacher</td>
<td>CAD Designer</td>
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<tr>
<td>Art Therapist</td>
<td>Film And Video Artist</td>
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<tr>
<td>Cartoon/ Caricature</td>
<td>Graphic/Advertising Designer</td>
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<tr>
<td>Comic book artist</td>
<td>• Brand Design</td>
<td>• Woodworking</td>
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<tr>
<td>Fashion Designer</td>
<td>• Logo Design</td>
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<tr>
<td>Fine Art/Studio Artist</td>
<td>• Package Design</td>
<td>Food Stylist</td>
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<tr>
<td>Forensic Artist</td>
<td>• Layout Artist</td>
<td>Furniture Designer</td>
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<tr>
<td>Graffiti artist</td>
<td>Legal Visual Aids Artist</td>
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<tr>
<td>Illustration</td>
<td>Graphic Designer</td>
<td>Jewellery Design</td>
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<tr>
<td>• Children’s Book Illustrator</td>
<td>Motion Graphics Designer</td>
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<tr>
<td>• Medical Illustrator</td>
<td>Multi Media Designer</td>
<td>Sculptor</td>
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<tr>
<td>• Set Designer/Illustrator</td>
<td>Photographer</td>
<td>Taxidermist</td>
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<tr>
<td>• Technical Illustrator</td>
<td>Advertising Photographer</td>
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<tr>
<td>Interior Design</td>
<td>• Documentary Photographer</td>
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<tr>
<td>Landscape Architect</td>
<td>• Photojournalist</td>
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<tr>
<td>Muralist</td>
<td>• Wedding Photographer</td>
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<td>Museum Exhibit Design</td>
<td>• Portrait Photographer</td>
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<tr>
<td>Painter</td>
<td>• Tattoo Artist</td>
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<tr>
<td>Tattoo Artist</td>
<td>Textile Designer</td>
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<tr>
<td>Sketch artist</td>
<td>Video Game Art &amp; Design</td>
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<td></td>
<td>Web Designer</td>
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</tbody>
</table>

**Recommended Course Sequence**

<table>
<thead>
<tr>
<th>9th Foundation</th>
<th>Studio/Fine Arts</th>
<th>2d Design/Graphic Arts</th>
<th>3d Design</th>
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</thead>
<tbody>
<tr>
<td>9th Foundation</td>
<td>Drawing I</td>
<td>Drawing I</td>
<td>Ceramics I</td>
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<tr>
<td></td>
<td>Digital Design I</td>
<td>Digital Design I</td>
<td>Ceramics II</td>
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<tr>
<td></td>
<td>Art and Biology</td>
<td>Art and Biology</td>
<td>Crafts I</td>
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<tr>
<td></td>
<td></td>
<td>Photography I</td>
<td>Crafts II</td>
</tr>
<tr>
<td>10th</td>
<td>Painting I</td>
<td>Photography II</td>
<td>Sculpture</td>
</tr>
<tr>
<td></td>
<td>Painting II</td>
<td>Digital Design II</td>
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<tr>
<td></td>
<td></td>
<td>Video and Animation I</td>
<td></td>
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<tr>
<td>11th</td>
<td></td>
<td>Advanced Studio Art</td>
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<tr>
<td>12th</td>
<td></td>
<td>AP Studio Art</td>
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<td></td>
<td></td>
<td>Independent Study</td>
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</tbody>
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* indicates courses that also fulfill the computer literacy requirement

**Note:** ALL ART COURSES may be taken at the honors level, which will require students to do additional written assignments with more rigorous expectations for achievement on projects. Students will be required to demonstrate an independent approach, a strong work ethic, and a commitment of additional time. The application for honors must be filed during the first 10 days of the semester and requires teacher approval.
STUDIO/FINE ART COURSES

AR 705 | ART AND BIOLOGY | LEVEL 2/1
(FY) | GRADES 9-12 | 1 CREDIT

This exciting interdisciplinary course allows students to explore the relationship between biology and art through studio art assignments that address the foundation art skills while offering alternative approaches to understanding biology content. Students enrolled in the biology course will spend their laboratory day exercising direct observational drawing and related skills. The remaining 4 days of the week, students will execute a more rigorous foundation art curriculum while exploring traditional and non-traditional media including but not limited to 3d printing, Photoshop, Illustrator, drawing, print making and mixed media.

This course allows students in biology to fulfill or extend their foundation art year and may fulfill the Computer Literacy graduation requirement. Upon completion of this course, students have taken the equivalent of one Art credit.

Note: This class is taught in conjunction with SC518 (Honors Biology and Art). You must sign up for both AR705 and SC518.

Academic Expectations:
Solve Qualitative Problems Effectively
Make Connections between Learning and Life

AR 706/707 | DRAWING I | LEVEL 2/1
(F/S) | GRADES 9-12 | .5 CREDIT

Drawing I is a foundation course that is strongly recommended for all students in order to enhance visual thinking and visual communication skills. This course concentrates on the development of observational drawing skills while increasing facility with traditional drawing tools. Research shows that observational drawing is a learnable skill; a student does not need drawing “talent” prior to enrolling in this course. Students will study a range of drawing techniques using various subject matter, which will include: drawing from direct observation as well as imagination, perspective, still life, portrait, and figure studies. Students will engage in critical thinking through the study of historical artworks, which will help them evaluate their own works. A strong emphasis is placed on originality and creativity. This course is necessary for students planning a career in any art-related field. This course serves as a prerequisite for all studio art courses.

Academic Expectations:
Communicate Effectively while Speaking
Make Connections between Learning and Life

AR 761 | PAINTING I | LEVEL II
(F) | GRADES 10-12 | .5 CREDIT

This course introduces students to the tools, techniques and styles of painting. Students will learn the qualities and properties of water media including watercolor, gouache, and acrylic paint on paper, board, and canvas. Emphasis will be placed on composition, technique, color theory and personal expression stressing development of visual literacy skills. Subject matter may include still life, figure, portrait, landscape, and expressive painting. This course is appropriate for students who wish to explore color media as well as those interested in portfolio development. (Prerequisite: Successful completion of Drawing I.)

Academic Expectations:
Communicate Effectively in Writing
Communicate Effectively while Speaking

AR 765 | PAINTING II | LEVEL 2/1
(S) | GRADES 10-12 | .5 CREDIT

This course builds on the skills and techniques from Painting I while acquainting students with the terms, tools, and techniques of oil and acrylic painting. Students will continue to draw content from different painting styles while focusing on the development of their own “voice” or personal style. Students will experiment with traditional and non-traditional painting techniques. Subject matter may include still life, abstraction, figure, portrait, and landscape painting. This course is appropriate for students who wish to explore color media as well as those interested in portfolio development. (Prerequisite: Drawing I and Painting I)

Academic Expectations:
Communicate Effectively in Writing
Communicate Effectively while Speaking
2D DESIGN/DIGITAL MEDIA COURSES

These courses may be used to fulfill either Arts or Computer Literacy graduation requirement.

AR 708/709 DIGITAL DESIGN I LEVEL 2/1 (F/S) 
GRADES 9-12 .5 CREDIT
This exciting digital arts course provides students with a solid foundation in design principles while working out creative solutions to a variety of design related problems. A creative approach to visual communication will be encouraged while students explore a wide variety of social and political concepts. The students will learn how to organize the elements of art while studying the principles of design. All assignments will be completed utilizing Adobe Photoshop and Illustrator, which are currently industry standard software. Students will develop and utilize critical thinking skills through the study of various artists, their styles, and the process of creating art. This course serves as a prerequisite for Digital Design II and Video and Animation.

Academic Expectations:
Make Connections between Learning and Life
Solve Qualitative Problems Effectively

AR 715 DIGITAL DESIGN II LEVEL 2/1 (S) 
GRADES 9-12 .5 CREDIT
Students in this advanced digital arts course will further develop their skills and software including Adobe Photoshop and Adobe Illustrator while applying design concepts and principles to solve real world advertising problems. Projects include but are not limited to typography, logo poster design, illustration, brochure and print ads, CD/DVD packaging, and product packaging design. Student will develop creative thinking and visual communication skills through work on projects and active critique and discussions of professional works. A brief history of advertising, discussion of ethical issues, and introduction to marketing strategies, as well as research assignments will provide students with an understanding of the persuasive power of the advertising industry. (Prerequisite: Digital Design I)

Academic Expectations:
Make Connections between Learning and Life
Solve Qualitative Problems Effectively

AR 772 PHOTOGRAPHY I LEVEL 2/1 (FY) 
GRADES 9-12 1 CREDIT
This course is designed to introduce the student to both traditional and digital photography. Basic black and white photography and darkroom techniques will be covered as well as the use of digital cameras and manipulation of photographs using Adobe PhotoShop. Students will use the camera as a means for investigating the elements of photographic design and composition. Students will also learn a brief history of photography and guidelines for evaluation and critique of photographs. Cameras and most materials will be provided.

Academic Expectations:
Communicate Effectively in Writing
Make Connections between Learning and Life

AR ??? PHOTOGRAPHY II LEVEL 2/1 (FY) 
GRADES 9-12 1 CREDIT
A continuation of Photography I, this course will refine and extend the skills of photographic composition. Students will work on theme-based projects allowing more in depth development of technical skills and aesthetic awareness with attention toward developing a personal style. The course allows each student the opportunity to create portfolio quality works of both fine and commercial photography works. Discussion and critique is a critical component of this course. It may be taken at the academic or at the honors level. (Prerequisite: Photography I)

Academic Expectations:
Communicate Effectively in Writing
Make Connections between Learning and Life

AR 766 VIDEO AND ANIMATION LEVEL 2/1 (F) 
GRADES 10-12 .5 CREDIT
This advanced digital arts course is designed to provide a foundation in developing video and animation for the web. Using Adobe Premiere Pro, After Effects, and Adobe Flash as well as traditional techniques such as stop motion, students will learn how to create original works in video and animation. This will involve planning, scripting, storyboarding, shooting or creating content, sound and video editing, and the optimization of content. The emphasis of this course is to further develop
skills integrating art and technology while increasing aesthetic judgment and media literacy. Research as well as critique of professional films and animations will be utilized to enrich critical thinking skills. (Prerequisite: Digital Design I or Photography I)

**Academic Expectations:**
- Make Connections between Learning and Life
- Solve Qualitative Problems Effectively

### 3D DESIGN COURSES

**AR 750/749**
CERAMICS I
LEVEL II
GRADES 9-12
.5 CREDIT
(F/S)

This course offers a foundation in 3D design utilizing clay. The course will focus on hand building techniques using the pinch, slab, and coil methods of construction as well as an introduction to the potter’s wheel. Various glazing and firing procedures will be employed for finishing the ceramic forms. The history of pottery as well as the study of select ceramic artists will be incorporated within lessons to increase student awareness and appreciation of the cultural impact of ceramic pottery.

**Academic Expectations:**
- Communicate Effectively in Writing
- Solve Qualitative Problems Effectively

**AR 751**
CERAMICS II
LEVEL II
GRADES 9-12
.5 CREDIT
(S)

This course allows students to learn advanced creative problem solving techniques using hand building and the potter’s wheel as well as glazing and experimental surface techniques. Students build on the three-dimensional design skills introduced in Ceramics I while creating both aesthetic and utilitarian works. The course will focus on hand building techniques such as slab, drape and coil techniques, as well as use of the extruder and advanced throwing techniques on the wheel. A variety of sculptural styles will be explored in the construction of sculptural forms. (Prerequisite: Ceramics I)

**Academic Expectations:**
- Communicate Effectively while Speaking
- Solve Qualitative Problems Effectively

**AR 752**
CRAFTS I
LEVEL II
GRADES 9-12
.5 CREDIT
(F)

In this course, students will design and create useful and aesthetic works of art, while being encouraged to solve problems using creativity and self-expression. The elements and principles of art will be introduced and their application in 3D design will be explored. Projects may include but are not limited to metal embossing, basketry, macramé/hemp jewelry, book making and various cultural crafts such as native American dreamcatchers etc. The study of various artists and artworks will allow students to appreciate the cultural influences, transformations and current trends in crafts.

**Academic Expectations:**
- Make Connections between Learning and Life
- Solve Qualitative Problems Effectively

**AR 753**
CRAFTS II
LEVEL 2/1
GRADES 9-12
.5 CREDIT
(S)

This course will mainly focus on a more in-depth study of functional works of art. Students will design and create works including stained glass, kiln glass, mosaic, and other materials. Students will hone their skills as craftsman while learning to appreciate the role of the craftsman and handmade tradition in our techno-centric world. Students will also study historical works and styles as a means of aiding in the development of their own personal style. Originality and creativity will be emphasized. (Prerequisite: Crafts I)

**Academic Expectations:**
- Communicate Effectively while Speaking
- Solve Qualitative Problems Effectively

**AR 740**
SCULPTURE
LEVEL 2/1
GRADES 10-12
.5 CREDIT
(F)

This course will allow students to delve deeper into 3D problem solving through the use of a variety of materials and methods. Students will gain experience in the three basic sculptural techniques of modeling, carving, and construction. The
basics of three-dimensional design, historical and interdisciplinary connections, use of media, and art criticism will be studied. Students will work with materials such as stone, clay, wood, plaster, and wire to create three-dimensional works of art. Original and creative thinking and problem solving will be emphasized as students explore issues such as culture, identity, and pure aesthetic creation. (Prerequisite: Crafts I & II and/or Ceramics I & II)

**Academic Expectations:**
Communicate Effectively while Speaking
Solve Qualitative Problems Effectively

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**ADVANCED PLACEMENT IN ART**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Level</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>AR 773</td>
<td>ADVANCED STUDIO ART</td>
<td>LEVEL 2/1</td>
<td>1 CREDIT</td>
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<td>(FY)</td>
<td>GRADES 11-12</td>
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In this full year course, art students who have taken 1.5 credits in art focused in either studio/2d or 3d areas will continue their studies extending their skills by experimenting with new materials and mixed media. Materials may include digital and traditional work, photography, and sculptural media such as plaster, 3d printing, and other materials. Art history will be studied during this course and assignments will directly relate to periods in art history. This course is required for any student wishing to enroll in AP Studio Art, but can be taken as a terminal course in art during senior year. (Prerequisite: Students must have previously taken 1.5 credits in Art)

**Academic Expectations:**
Communicate Effectively in Writing
Communicate Effectively while Speaking

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<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Level</th>
<th>Credits</th>
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<tbody>
<tr>
<td>AR 775</td>
<td>AP STUDIO ART</td>
<td>LEVEL 1</td>
<td>1 CREDIT</td>
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<tr>
<td>(FY)</td>
<td>GRADES 11-12</td>
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This full year advanced course is designed to allow the serious art student to develop a portfolio in studio art for the AP exam. In this course the student will develop a breadth (media skills, direct observation and creativity) and a depth (self-discovery focused body of work) portfolio from which the best work will be culled (quality portfolio) and submitted to the College Board. Students will also develop a working portfolio for application to an art, architecture, or a design college or university and will prepare students for interviews. Summer assignments and a sketchbook are required and will be due on the first class session in September. Prerequisite to this course include successful completion of two or more credits in advanced art electives, parental consent, and teacher recommendation. This course is open to seniors only.

**AP Course Prerequisite**

- **AP Studio Art:** 2½ credits in art including Drawing 1, Painting 1&2, and Advanced Studio Art
- **AP 2D Design:** 2½ credits in art including Photography 1 & 2, and Advanced Studio Art
- **AP 3D Design:** 2½ credits in art including Ceramics 1&2 or Crafts 1&2, Sculpture, and Advanced Studio Art

**Academic Expectations:**
Communicate Effectively in Writing
Communicate Effectively while Speaking

**National Art Honor Society:**
The NAHS is an Art service organization. Students will be invited to participate after they have completed 3 semesters of art maintaining an average of 85. Inductees must complete ten hours of art related community service. An additional ten hours is required of members each year. This includes the senior sculpture, hanging art shows, teaching, matting work, selected projects, and fundraising. Students will attend weekly/biweekly meetings directly after school.