

GRAPHIC ARTS

IMMACULATE HEART HIGH SCHOOL
MS. LAURA MART
2011-2012

Syllabus

I. Course Description

Graphic Arts is a year-long course covering graphic design and its infinite applications and importance in contemporary society. Beginning with the basics of digital image manipulation, projects will be geared to both self-expression and solving design problems for more “client”-geared projects (such as a poster for the spring drama production). Upon successful completion of this class, students will have mastered the basics of select graphics software, as well as possess a solid grasp on the keys to effective composition.

The course will fulfill the California Board of Education Standards for Proficiency in the Visual Arts for each of the following criteria:

1.0 Artistic Perception: Processing, Analyzing, and Responding in the Language of the Arts

Students use the principles of art and design to describe works of art and images in their environments, focusing on visual hierarchy. They also learn about the ways digital media are used and perceived differently from traditional media (1.1, 1.2, 1.4, 1.6).

2.0 Creative Expression: Skills, Processes, Materials, and Tools

Students use creative problem-solving to refine their skills in digital image manipulation, preparing a portfolio of work. They create original expressive compositions using the principles of art and design and works that address social issues (2.1, 2.2, 2.3, 2.5, 2.6).

3.0 Historical and Cultural Context: Understanding the Historical Contributions and Cultural Dimensions of the Visual Arts

Students analyze the role and development of the visual arts in past and present cultures throughout the world, noting human diversity as it relates to the visual arts and artists.

Students identify and describe the role and influence of new technologies on contemporary works of art, and discuss the purposes of art in selected contemporary cultures, focusing on how time, place, and cultural influence converge (3.2, 3.3, 3.4).

4.0 Aesthetic Valuing: Responding to, Analyzing, and Making Judgments About Works

Students articulate how various personal, political, and cultural factors influence the interpretation of a work of art, comparing the ways in which the interpretations of a specific work of art have changed over time due to cultural contexts.

Students form and share their views on the aesthetic value of a specific work of art, considering other viewpoints in an open discussion with peers. They are able to discuss how and why a piece of their own art might be reworked (4.1-4.5).

5.0 Connections, Relationships, Applications: Connecting and Applying What Is Learned in the Visual Arts to Other Art Forms and Subject Areas and to Careers

Students apply what they learn in the visual arts across subject areas. They develop competencies and creative skills in problem solving, communication, and management of time and resources that contribute to lifelong learning and career skills. They also learn about careers in and related to the visual arts.

Students design an advertising campaign for a production held at school, creating images that represent major characters or events in the production. Students learn about the different career paths available in the visual arts. (5.1, 5.4).

Source: *Nine through Twelve – Proficient: Visual Arts Content Standards* (CA Department of Education).

II. Classroom Expectations

Preparedness: It is absolutely necessary that you bring your USB drive and other required materials to class each and every day; points will be deducted from your grade if you come to class unprepared. You are also expected to have your work ready to present on critique days.

Required Materials: The lab fee for this course covers supplies which may be used during the course, as well as printing for the art show. A list of materials which students are required to provide will be posted during the first week of school. Access to some kind of digital camera will be highly beneficial.

Assignments: All projects and homework assignments are expected to be turned in, completed, on the due date. Late work will be graded down.

Web Page: The class page will list assignment details and due dates, as well as links to helpful online technical resources, tutorials, and visual inspiration.

Participation: Every student is expected to participate in class discussions and in critiques of peer work respectfully and maturely, and to have their work critiqued respectfully in return.

Academic Integrity: All work completed by students in this class must be done **for this class and during the duration of the course**. Plagiarism consists of using someone else's images or words without giving that person due credit. Any assignment turned in that is found to be plagiarized will earn a zero.

Classroom Policies: Students are expected to be in their seats at the beginning of the period when the bell rings. Food and drink of any kind are prohibited in the computer lab as they can cause serious damage to the computers, as well as for sanitary reasons. Students are expected to follow all guidelines set forth in the Immaculate Heart High School handbook, as well as to act respectfully and maturely, especially when participating in critique.

Absences: The school allows three excused absences per semester. In order to cover all programs, material is covered at a fast pace. If a student is absent, she is responsible to find out what she missed from the teacher, and if there is any make up work to be done. If a student is absent on a critique day, she should expect to present her work the day she returns to class.

III. Grading Policy:

Quarter and semester grades are based on a combination of project and assignment grades, and participation grades. The course includes both design projects and written assignments, as well as one presentation. Grading rubrics will be provided when an assignment for a major project is given. A late assignment will be reduced one full letter grade for each day it is late. Good participation grades are earned by contributing to class discussions on a regular basis, as well as by always having the required supplies with you when you come to class and having a stellar attendance record.

Grades will be calculated on a point system based on the accumulation of points earned out of the total possible, with major assignments (such as final projects and reports) being worth 100 points each, smaller assignments worth 50, and individual homework assignments worth 10-20.

Weekly grades will be assigned based on participation, out of 10 points for the week. This grade will be worth 20% of the final grade. Participation grades are determined based on how well a student follows classroom rules, her attendance, her behavior during class, and her participation in classroom activities.

Grading Scale:

98-100 A+	87-89 B+	77-79 C+	67-69 D+	0-59 F
93-97 A	83-86 B	73-76 C	63-66 D	
90-92 A-	80-82 B-	70-72 C-	60-62 D-	

V. Course Timeline:

First Semester: Design and Digital Basics

- What is Graphic Arts?
- Principles of Art and Design
- Introduction to Photoshop: Digital Collage
- Visual communication workshop: Cultural Icons
- Text and Image: Poetry Illustrated
- Holiday Greetings and Collective Visual Psyches

Second Semester:

- History of Art and Design: Graphic Arts Movement Project
- The Art of Advertisement: Spring play poster
- Pop Art and Sister Corita
- Social Justice Magazine Spread