

*Students will be able to:* METHODS, MATERIALS AND TECHNIQUES

- Use a variety of drawing, painting, printmaking, and computer graphics media.
- Create two-dimensional artwork using an expanded range of media and techniques.
- Use computer for reference and creating original artwork.
- Use the art industry standard Mac platform computers.
- Consciously use appropriate vocabulary related to the elements and principles of design.

*Students will be able to:* ELEMENTS OF ART AND PRINCIPLES OF DESIGN

- Draw from observation showing three-dimensional form and space.
- Explore color schemes. (*monochromatic, analogous, and complementary color*)
- Create composition showing emphasis, repetition and unity.
- Create work that demonstrates how elements of art can show mood or feeling .

*Students will be able to:* OBSERVATION, ABSTRACTION, INVENTION AND EXPRESSION

- Create artwork from direct observation.
- Create artwork that shows abstraction and a distinct point of view.

*Students will be able to:* DRAFTING, REVISING AND EXHIBITING

- Conduct discussions, as a class, about art through peer critiques.
- Keep a portfolio of work.
- Demonstrate the ability to conceptualize, organize and complete a piece of work.
- Demonstrate the ability to exhibit a completed piece of artwork through presentation including matting techniques.

*Students will be able to:* CRITICAL RESPONSE

- Discuss and explain how the elements and principles of design are used in an artwork.
- Compare and contrast artwork in reference to appropriate art related vocabulary orally and in writing.

*Students will be able to:* PURPOSE AND MEANING IN THE ARTS

- Interpret the meanings of artistic works from artist biographies, autobiographies, and video sources in reference to Pop Art.
- Evaluate practical function verses aesthetic concerns in Pop Art.

*Students will be able to:* ROLES OF ARTISTS IN COMMUNITIES

- Identify artists who have been involved in social and political movements, and describe the significance of selected works.
- Analyze how the arts and artists are portrayed in contemporary sources such as video and film, magazine, and Internet resources.

*Students will be able to:* CONCEPTS OF STYLE, STYLISTIC INFLUENCE, AND STYLISTIC CHANGE

- Classify works from a specific time period according to artistic style.

*Students will be able to:* INVENTIONS, TECHNOLOGIES, AND THE ARTS

- Identify and describe how technological development has influenced art movements.
- Identify and describe how some artists concentrate on the use of technologies and inventions of the past to achieve specific artistic effects.
- Select appropriate imagery from copyrighted and Internet sources.
- Use Adobe Photoshop for image problem solving and creativity.
- Use a variety of media to present information about visual relationships between the elements and principles of design.