

Art

The Art Department at Simsbury High School offers a wide variety of courses to meet the interests and diverse needs of our students. The Arts have been identified by the College Board, the U.S. Congress, the National Association of Secondary School Principals, and the U.S. Department of Education as part of the core curriculum that all students should participate in during their high school experience. The art program is intended for any student interested in art for enjoyment, in preparation for a post graduate portfolio, or as a career choice.

Students wishing to receive Level I credit must complete the approved application process established by the department. See the department supervisor for more information.

Suggested Course Sequences in Art*

*Please note that these sequences are only suggestions. Students may begin with any Art course that interests them, provided that they have satisfied the individual course's prerequisites as noted in its descriptions.

Grade Level	2D Strand	3D Strand	Design Strand
Grade 9	Art 1 Art 1A	Art 1 Art 1A Jewelry and Glass 1 Ceramics and Sculpture 1	Art 1 Art 1A
Grade 10	Drawing 1	Ceramics 2 Sculpture 2 Jewelry and Glass 1 Jewelry and Glass 2 Fashion Design	Photography 1 Digital Design 1 Animation and Film
Grade 11	Drawing 2 Drawing 3 Painting 1 Painting 2 Advanced Observational Drawing (UCONN)	Ceramics 2 Sculpture 2 Jewelry and Glass 2 Fashion Design Portfolio Development	Digital Design 2 Photography 2 Advanced Animation and Film
Grade 12	AP Drawing AP 2D Design Portfolio Development	AP 3D Design Portfolio Development	Advanced Animation and Film AP 2D Photography Portfolio Development

Foundations of Art

Unified Art (II) Semester, 1/2 credit, Grades 11, 12

This is a half-year course. Students will be given the opportunity to develop artistically, collaborate with friends on a variety of art projects, and showcase their work in community settings. Unified Programming (i.e., unified theater, wellness) provides a forum for positive social interaction between students with and without disabilities. The artist partnership cultivates a greater understanding of oneself, and of others, while developing new friendships. Content includes drawing, painting, collage, ceramics, and collaborative projects. *Course may be taken in Grade 9 or 10 upon recommendation by a Planning and Placement Team.*

Art 1 (II) Year, 1 credit, Grades 9, 10, 11

Art 1 is a full-year course that provides an introduction to visual art at the high school level, with emphasis placed on the elements and principles of design. Units of study are taught in drawing, ceramics, painting, fine crafts, printmaking, graphic design, and sculpture. The discussion of the history of art in these areas is also included. Art 1 provides the foundation for selecting future art courses. This course is considered appropriate for all students, including the college-bound student planning a career in an art-related field.

Art 1A (II) Semester, 1/2 credit, Grades 9, 10, 11

Students in grades nine through eleven may select the option of enrolling in Art 1 for one semester only. The course will consist of units of study in two and three-dimensional art forms such as drawing, painting, design, and sculpture.

Digital Media Arts

  **Animation and Film (II) Year, 1 credit, Grades 10, 11, 12**

In this one-year course, students learn to make original works in film and animation, utilizing traditional and digital techniques. Working both independently and collaboratively, students explore the media using current state-of-the-art equipment, and they experiment with animation techniques, including stop-motion, cell, and 3-D animation to create short films. Storyboard development, script-writing, and sound and music editing are introduced, while students develop advanced skills integrating art and technology. Through discussion and research, students also learn to analyze and critique professional films and animations.

  **Advanced Animation and Film (II) Year, 1 credit, Grades 11, 12**

This is a special topics course for students who have successfully completed Animation and Film. Students work more independently, making personal choices about media, software, and subject matter. *Prerequisite: Animation and Film*

  **Digital Design 1 (II) Year, 1 credit, Grades 10, 11, 12**

This course introduces the student to combining traditional art media with new electronic media to produce original works of art. The students will explore multimedia applications for both fine and commercial art. Students will learn about design-related careers while using their imagination and observation to create works of art in graphics, advertising, merchandise design, and digital imagery.

  **Digital Design 2 (II) Year, 1 credit, Grades 11, 12**









Students in this technology-based course will further explore and apply the use of graphic software to produce fine and commercial art. Students will further develop design skills through career-related experiences while developing a portfolio that demonstrates their skill in product design, motion graphics, illustration, graphic novels, and communication art. *Prerequisite: Digital Design 1*

  **Photography 1 (II) Semester, 1/2 credit, Grades 10, 11, 12**

This course introduces students to the materials, equipment, and techniques of photography. Students will learn to manipulate photos. They will learn studio techniques, composition, exposure, and design concepts using Adobe PhotoShop. Students will learn about careers in the photography field as well as study the images of 20th and 21st century photographers and learn how this medium is utilized by both fine and commercial artists. Discussion and critique are critical components of this course.

  **Photography 2 (II) Semester, 1/2 credit, Grades 10, 11, 12**

This continuation of Photography 1 further develops students' technical skill and ability to compose photographs while placing more emphasis on concepts and ideas for creating work. Advanced processes and techniques will be learned in order to explore the interdisciplinary nature of photography. Students will have an opportunity to produce a portfolio of both fine and commercial photography and utilize their work in real life situations, such as exhibition and advertising. Discussion and critique are critical components of this course. *Prerequisite: Photography 1*

KEY:  Read and comprehend complex texts independently	 Develop and strengthen writing skills
 Construct arguments that are supported by evidence	 Make sense of problems and persevere in solving them
 Conduct short and sustained research	 Evaluate/critique the work of self and others
 Use technology and digital media strategically and responsibly	
 Demonstrate personal responsibility and ethical behavior (Trojan Code)	

Two-Dimensional Art

✓ *Drawing 1 (II)* Year, 1 credit, Grades 10, 11, 12

This course consists of learning a wide range of drawing techniques. Figure study, portraits, and perspective are emphasized. Assignments increase in difficulty, length, and complexity, using both observation and imagination. Traditional and contemporary techniques and digital media are explored. Students will apply acquired knowledge to provide their own solutions to required assignments. Concentration will be on larger drawings which require a knowledge of a variety of drawing techniques. Strong emphasis is placed on originality. This course is considered appropriate for the college-bound student, especially for the student planning a career in an art-related field.

✓ *Drawing 2 (II)* Semester, 1/2 credit, Grades 11, 12

Students will continue developing their drawing skills by learning advanced drawing techniques. They will develop their own personal style of self-expression. *Prerequisite: Drawing 1*

✓ *Drawing 3 (II)* Semester, 1/2 credit, Grades 11, 12

Students will continue developing their drawing skills by learning advanced drawing techniques. They will develop their own personal style of self-expression and a portfolio of drawings based on a theme. *Prerequisite: Drawing 2*

✓ *Advanced Observational Drawing (II) (UCONN ECE)* Year, 1 credit, Grades 10, 11, 12

This college course is designed for serious art students. Students will explore the fundamental principles of observational drawing. Being able to draw realistically is not a trait that one is born with; it requires behaviors and practices in mindfulness, patience, risk taking, and perseverance. Students will learn, develop, and practice techniques and strategies in perspective, composition, line weight, proportion, and measuring. We will share ideas and reflect on our process and completed works in individual, one-on-one, and group critiques. *Students who receive a C or better and who have registered with the university can earn three credits from UCONN. Prerequisite: Drawing 1*

✓ *Painting 1 (II)* Semester, 1/2 credit, Grades 10, 11, 12

Students are introduced to the materials and subject possibilities of painting, as well as artistic styles. Students will learn the qualities and properties of acrylics, watercolor, and other color media. Emphasis is placed on composition, technique, color theory, and expression. This introductory course is appropriate for students interested in exploring color media, as well as those who may plan to develop a portfolio. *Prerequisite: 1/2 credit in art or approval of department supervisor*

✓ *Painting 2 (II)* Semester, 1/2 credit, Grades 10, 11, 12

Students will draw content from different styles of art for their painting while searching for a personal statement. Students will make choices about media, content, and techniques while developing a personal style and a portfolio of their work. This course is considered appropriate for the college-bound student, especially for the student planning a career in an art-related field. *Prerequisite: Painting 1*

Three-Dimensional Art

✓ *Ceramics and Sculpture 1 (II)* Semester, 1/2 credit, Grades 9, 10, 11

This introductory course includes three-dimensional experience in both ceramics and sculptural media. Additive and subtractive sculpture techniques will be included using media such as paper, wire, plaster, and wood. Ceramic experiences will include hand-built sculpture pieces, potter's wheel, and glazing techniques.

✓ *Ceramics 2 (II)* Semester, 1/2 credit, Grades 10, 11, 12

This course will introduce students to more advanced ceramics objectives. Challenging design concepts and techniques will be introduced. Clay will be used both for sculptural and functional creative problem solving and for interpretation. Students will explore various hand-building and wheel throwing skills, as well as traditional and experimental finishing techniques. *Prerequisite: Ceramics and Sculpture 1*

✓ ***Sculpture 2 (II) Semester, 1/2 credit, Grades 10, 11, 12***

The student will continue to explore the medium of sculpture using clay, plaster, wood, glass, paper, and wire while assembling three-dimensional forms. Basic sculptural processes such as modeling, carving, and assemblage will be taught. The student will learn how to combine various media in responding to sculptural themes, such as the human figure. Specific projects will allow for creative problem solving, and interpretation may vary according to individual interest. *Prerequisites: Ceramics and Sculpture 1*

✓ ***Jewelry and Glass 1 (II) Semester, 1/2 credit, Grades 9, 10, 11, 12***

Students are introduced to traditional and contemporary jewelry-making techniques using glass, wire, silver, copper, clay, and found objects. Piercing, sawing, forming, bending, soldering, filing, and finishing jewelry are introduced as elements of good craftsmanship.

✓ ***Jewelry and Glass 2 (II) Semester, 1/2 credit, Grades 10, 11, 12***

Students work with previously learned techniques to form complex pieces of jewelry. Students will also learn new techniques that emphasize innovative and creative design. *Prerequisite: Jewelry and Glass 1*

✓ ***Fashion Design (II) Year, 1 credit, Grades 10, 11, 12***

Fashion Design is a full year fine arts course. Students will explore the history of fashion, elements and principles of design, fashion illustration, and various steps involved in the production of a garment. Assignments will introduce students to design processes of inspiration board compiling, color theory, design innovation, and the 2D and 3D development of creative ideas. Students will be exposed to real world applications of how the industry works from concept to completion.

Advanced Studies in Art

✓ ***Advanced Placement Art Year, 1 credit, Grade 12***

This full year, advanced class will prepare and equip the serious art student with a portfolio in either Drawing, 2D Design, or 3D Design for the AP Exam. In this studio course, the student will develop three portfolios.

- 1. The Breadth Section Portfolio:** Reviews and applies a variety of media skills and techniques through direct observation, imagination, and creativity.
- 2. The Concentration Portfolio:** A series of self-discovery. In this section of the AP portfolio, the student develops his/her own ideas (with the teacher's guidance) to create a body of work.
- 3. The Quality Portfolio:** A grouping of the student's best work, which is taken from the Breadth and Concentration sections. Students who take this course will also develop a working portfolio for college and art school interviews and applications.

AP Course Prerequisite

AP Drawing: 2½ credits in art including Drawing 1

AP 2D Design: 2½ credits in art including Photography or Drawing 1

AP 2D Design-Photography: 2 credits in art including Photography 1 and 2

AP 3D Design: 2½ credits in art including Ceramics and Sculpture 1, Ceramics 2, or Sculpture 2

✓ ***Portfolio Development (II) Semester, 1/2 credit, Grades 11, 12***

The portfolio development course will provide students with the opportunity to pursue a higher level of study in a specific media or strand of art and design. Students who enroll in this course will create a body of work, emphasizing concept, craft, and personal expression, while learning to document their work for a digital portfolio for college and scholarship submissions. Students will choose to develop portfolios in Drawing, 2-D design, 3-D design, Jewelry, Photography, or Painting. For scheduling purposes, students who select Portfolio Development will be required to identify their medium of choice. *Prerequisite: All courses within a strand or media*