Art & Design Studio Syllabus

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Art & Design: Students will be given visual design "problems" to solve and incorporate their point of view so that work is always unique, expressive, and personal. We focus on the 21st century skills of Critical Thinking, Creativity, Collaboration, and Communication as we create art in both 2 & 3 D.

Art at VMCCA is STEM focused, PBL driven, and will help students succeed in all their classes. When we grid, measure, and draw—we use geometry. When we make sculptures—we use engineering. When we mix colors—we reveal information about physics. When we create illustrations for stories—we learn about literature. When we review the styles of art from da Vinci to Banksy—we teach history. When we write about art—we strengthen writing skills. When we create works of art, we solve complex visual problems in creative ways.

Required supplies: A pencil every day and a willingness to participate.

Teacher Availability: Resource period & Hawk's Nest. Office Hours: Wed 2:20 to 3:20 pm

Extended Learning Opportunities: Students can enhance their classroom experiences by visiting local museums and galleries in the Raleigh area and other cities when traveling. Should a student visit a museum or gallery, bring proof of the visit and date to class for credits. More info is on our art website.

Potential media explored over the course:

Painting: Acrylics, Tempera, Watercolors. Drawing: Pencil, pen, pastels, charcoal, etc. Sculpture: Plaster, clay, cardboard, recycled materials, metals.



Grading: Students who always participate do not fail. The first grade of every quarter is "Studio Habits." If that grade falls below 80% it can be an indication of a lack of participation and can be an early warning to a possible class failure. Grade weights are:

50% Projects (See Rubric)25% Tests/Exams15% Quizzes10% Classwork/Homework/Graded notes

Incomplete/deficient project assignments can be reworked and resubmitted for a grade before the close of each quarter without a lateness penalty.

Resource: The Workbook for Art Students.

Classroom Rules:

- Be on time
- Respect teacher, students, & materials
- Stay on task
- Follow directions & safety procedures
- Clean up after yourself
- Complete your work
- Stay creative & original

Parent information can be found at:

https://vmccart.weebly.com/for-parents.html
All vocabulary and critical information is at:
https://vmccart.weebly.com/key-info.html

Our art program is a model followed by educators around the globe. Many of our lessons are published in educational journals, the topic of state and national professional development, and at the forefront of PBL/STEM-based education.

Name	Title	P	d.

Universal Art Project Rubric

	Criteria					
	100% / 20pts Exceeds Expectations	90% / 18pts Meets Expectations	80% / 16pts Approaches Expt.	70% - 65% / 14pts Missed Expt.	0/F	
Project Requirements	I exceeded expectations by:	Expected use & combination of art elements & principles. Work included all requirements.	Acceptable use of art elements & principles but lacked depth in exploring requirements.	Lacks evidence of thoughtful use of elements & principles with a design that looks unplanned, rushed, &/or incomplete.		
Material Care, & Completeness	I exceeded expectations by:	Overall, the project is clean & without major defects like Folds/Rips. All areas have been considered & finished to meet expectations.	Minor folds or stray marks may be present but the work is acceptable. Some portions of the work could have benefited by more attention to detail.	Work includes obvious deficits like folds, rips, &/or stray marks. Little effort went into creating the work & using information demonstrated.		
Time & Management	I exceeded expectations by:	Student was mostly independently motivated with a few social distractions. Work was mostly self-driven.	Student was somewhat distracted from their work OR finished early without using the extra time to push the depth or quality.	Often reminded to stay on task. Social/digital interactions impeded work. Lack of focus had a strong impact on project work.	_	
Detail, Complexity, & Craftsmanship	I exceeded expectations by:	Materials & techniques were explored & met project expectations. Many visual challenges were attempted.	Media or technique was not fully explored. Visual challenges were minimal.	Media & techniques show little evidence of exploration. Visual challenges were avoided.		
Original, Personal, & Unique (Always credit your inspirations)	100% original & highly personal because:	Generally personal, & unique but inspired by:	Topically personalized and based on:	Topical and highly derivative of:	Copied	
Comments:				Grade		
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