

**Department:** Visual Art

**Course Name:** Introduction to Design Principles

**Course Description:**

This semester-long course is open to eighth grade students. Introduction to Design Principles is designed to acquaint all students with the discipline of the visual arts as well as the upper school program. Studio projects focus on the elements and principles of design and offer a variety of media experiences in which to practice these art fundamentals. In addition to studio production, students are actively involved in the processes of art criticism, historical inquiry, and aesthetics.

**Content:**

Elements and principles of design  
Drawing and composition fundamentals  
Line quality  
Shading techniques  
Linear perspective  
Balance  
Positive and negative space  
Non-objective design  
Color theory  
Sculptural dimension

**Skills:**

Participate in the creative process in the discipline of the visual arts through application of the elements and principles of design  
Utilize art skills and knowledge in everyday life  
Practice techniques of art criticism  
Practice creative thinking and problem solving

**Text and Materials:**

Equipment, tools and materials appropriate to course

Students do not use a text. Information is gathered online as well as from magazines, videos, and reference books, including, but not limited to those listed below.

David A. Lauer and Stephan Pentak, Design Basics, (Thomson Learning Inc, 3<sup>rd</sup> ed., 2002)

Wayne Enstice and Melody Peters, Drawing: Space, Form and Expression,(Pearson Education, 2003)

Betty Edwards, Drawing on the Right Side of the Brain (Penguin Putnam Inc.,1999)

Phil Metzger, Perspective Without Pain, (North Light Books, 1992)

**Supply Fee: \$40**

**Methods of Instruction:**

Guided dialogue accompanied by visuals

Demonstration of projects broken down into sequential steps

Guided practice and individual instruction

Peer coaching

Class critique

Guided interactive instruction using digital applications including Padlet, Nearpod and Flipgrid

**Methods of Evaluation:**

Class participation  
Daily effort on studio production  
Timely completion of clearly stated objectives  
Quizzes, written critiques  
Completion of homework  
Appropriate handling of supplies and care of studio space  
Appropriate use of class time  
Creative, appropriate and effective resolution to problem solving  
Grading contracts that include investment, accountability, and participation

