

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 and grow their skills in these art fundamentals. In completion of these projects, students will explore art making as a multi-step process and opportunity for personal expression. 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
Photographic composition
Painting technique

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, 3rd 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

