

DELTA CHARTER SCHOOL ART DEPARTMENT

Mr. Feathers

Art 1 Syllabus

Building D

Welcome to Art 1. Most students do not feel confident in art activities. If you are willing to follow directions and try, you will be surprised at what you can accomplish. This course will fulfill your requirement for 10 credits of fine arts; 5 credits each semester including home work.

The study of art skills will help to develop a part of your brain that may have been seriously underused. Recent research indicates that many right brained students may have been misunderstood and neglected in our schools. The development of art skills and their application will help to develop the right side of the brain. Remember, in the commercial world, a product will not sell unless it looks good. There are many jobs for artists in our society.

Attendance:

DO NOT BE ABSENT. You are encouraged to attend all classes because it is VERY difficult to make up lab work. We are allotted only one short session per week together so every moment is precious. Your attendance will have a direct effect on your grade. Do not be tardy, DO NOT leave early!

BEHAVIOR**1. BE RESPECTFUL**

- Promote a courteous classroom environment where everyone can learn.
- Keep your area clean.
- Do not talk while the teacher is talking.

2. DO NOT DISRUPT CLASS

- No cell phones, pagers, electronic equipment.
- No food or drink allowed in the classroom.

3. FOLLOW THE SCHOOL RULES

- Your E.C. has probably gone over the guidelines for Delta Charter High School Dress code, drug, alcohol, tobacco, weapons, violence rules, etc.

Assignments

Each Lab assignment and Log assignment will have a detailed instruction sheet. GeeArt module assignments are due by the end of the indicated block period. Within the "Do Art" section of GeeArt, students have choices of doing photo processing or free form art in Corel Essentials. All the computers in building A have GeeArt installed.

Grading:

30% of your grade will come from onsite attendance and participation. 70% will come from completing GeeGuides and homework log assignments which will be graded in your cumulative **Portfolio** at the end of the year. Turn in copies of your log assignments at your PLP. Also include your studio work in your final **Portfolio**. A= full participation and completion of all assignments. B= a few missing assignments and attendance. C= less effort and more missing assignments and less attendance. D=minimal effort and many missing assignments and poor attendance. F= poor attendance and most assignments missing

Calendar:

Here is an outline of what we will cover the remainder of this year in the studio labs, log assignments, and GeeGuide module lessons.

Art 1

Block / Week of:	Lab/Studio Art	Log Art	Gee guides
Block 5: Mar 3-7	Repetitive Shape Watercolor ; follow detailed guide sheet and onsite instructions	One more repetitive drawing filled with three colors of choice using what is available at home	Message of Art
Block 5: Mar 10-14	Repetitive Shape Watercolor ; follow detailed guide sheet and onsite instructions	Design your own patterns and add color	Message of Art
Block 5: Mar 17-20	Cartoon With a Message; follow detailed guide sheet and onsite instructions	One more cartoon using at least two made up characters using colors available at home	Where do your eyes go
Block 5: Mar 31 – Apr 4	Cartoon With a Message; follow detailed guide sheet and onsite instructions	One more cartoon using at least two made up characters using colors available at home	Where do your eyes go
Block 6: Apr 21-25	Sepia Farm Scene; follow detailed guide sheet and onsite instructions	Draw another outdoor scene using whatever you have to show values.	Color
Block 6: Apr 28 – May 2	Sepia Farm Scene; follow detailed guide sheet and onsite instructions	Draw another outdoor scene using whatever you have to show values.	Color
Block 6: May 5-9	Snow Scene; follow detailed guide sheet and onsite instructions	Draw contour drawing of your hand in two positions. Take your time and watch your hand closely.	An Invention
Block 6: May 12-16	Snow Scene; follow detailed guide sheet and onsite instructions	Draw contour drawing of your hand in two positions. Take your time and watch your hand closely.	An Invention