

# HUDSONVILLE HIGH SCHOOL COURSE FRAMEWORK



**COURSE / SUBJECT**

**Art I**



<b>KEY COURSE OBJECTIVES/ ENDURING UNDERSTANDINGS</b> (Important ideas and core processes)	<b>UNIT PACING</b> (names of units and approximate pacing)	<b>UNIT LEARNING TARGETS</b> (By the end of the unit, students will be able to. . . )	<b>STANDARD</b> (Which standards (i.e. common core, MMC, etc.) does this address?)
<p>Art 1 is an exploratory class that will be based around the basic skills and concepts of the elements of design: Color, Line, Value, Texture, Space, Shape, and Form. You will be experimenting with many different mediums in this class (drawing, painting, sculpture, etc). Other areas of study will include art history and basic methods of art production. You will be required to keep an art sketchbook and bring it in on a daily basis.</p> <p>(All standards taken from the Michigan Art Education standards and benchmarks)</p>	<p>Line Unit</p>	<ul style="list-style-type: none"> <li>• understand the concept of contour drawing</li> <li>• understand the concept of gesture drawing</li> <li>• understand the art elements of line and shape and create a balanced composition that shows contrast</li> </ul>	<p>Create artworks that use organizational principles and functions to solve specific visual arts problems.</p>
	<p>Value Unit</p>	<ul style="list-style-type: none"> <li>• learn about value and how to manipulate their pencils to create it</li> <li>• learn about the 6 categories of Value</li> <li>• compose a composition that draws a viewers eyes across</li> </ul>	<p>Create artworks that use organizational principles and functions to solve specific visual arts problems.</p>
	<p>Space Unit</p>	<ul style="list-style-type: none"> <li>• to draw shapes using the rules of one and two point perspective.</li> <li>• learn about the art element of space</li> <li>• create a mixed media collage that incorporates one point perspective and emphasis/focal point</li> </ul>	<p>Create artworks that use organizational principles and functions to solve specific visual arts problems.</p>
	<p>Portrait Unit</p>	<ul style="list-style-type: none"> <li>• to draw a portrait using appropriate proportions</li> <li>• create a abstract composition</li> </ul>	<p>Reflect upon the characteristics and assess the merits of one’s personal artwork</p>
	<p>Color Wheel</p>	<ul style="list-style-type: none"> <li>• learn about a variety of color harmonies through mixing tempera paint</li> <li>• explore different color vocabulary</li> <li>• create a color wheel</li> </ul>	<p>Create artworks that use organizational principles and functions to solve specific visual arts problems.</p>
	<p>Sculpture</p>	<ul style="list-style-type: none"> <li>• differentiate types of sculpture</li> <li>• create a sculpture using a color scheme</li> </ul>	<p>Create artworks that use organizational principles and functions to solve specific visual arts problems.</p>