

Art Assessment Plan Rev. 4/26/2018

Art	14-15	15-16	16-17	17-18	18-19	19-20
ARTB1 - Art Appreciation						
• Describe the nature of creativity.			X			
• Identify how various art forms are created.			X			
• Demonstrate familiarity with diverse media, including drawing, painting, printmaking, photography, film, etc...				X		
• Distinguish and compare art and architecture from different cultures and time periods.				X		
• Demonstrate an understanding of the principles and elements of design.	X				X	
• Critique a work of art using formal analysis.					X	
• Recognize a portfolio or "body of work".						X
• Differentiate art historical methodologies.						X

ARTB2 - Drawing I

• Upon completion the student will be able to:Observe and accurately render three-dimensional objects on a two-dimensional surface			X			
• Create drawings that demonstrate the basic principles of spatial illusion through the application of linear, atmospheric, and other perspective systems;			X	X		
• Utilize a variety of lines and mark making in drawing					X	
• Demonstrate the ability to effectively integrate technique, craftsmanship and content in a composition.	X				X	
• Demonstrate an understanding of the two-dimensional principles and elements as applied to drawing.						X
• Develop and sustain a drawing from compositional planning to suggestion of volume, value and depth, making decisions about negative and positive space relationships to create eye movement around the composition.						X

ARTB3 - Drawing II

• Demonstrates an increased sophistication in development of a drawing from compositional planning, showing a more highly developed sense of design and concept from beginning course.				X		
• Produce drawings in a wide variety of media and select appropriate media to produce specific effects.				X		
• Demonstrate the ability to analyze and make aesthetic judgments about their own work and the work of their peers in the critique process, using the visual vocabulary.					X	
• Demonstrate the ability to effectively integrate technique, craftsmanship and content in a composition.	X				X	
• Demonstrate an understanding of the two-dimensional principles and elements as applied to drawing.						X
• Create a portfolio of work that demonstrates a more personally expressive use of media and concepts than in ART B02.						X

ARTB4 - Two Dimensional Design

• Upon completion of the course, the student will be able to identify principles and elements of two dimensional design, and use the language of art to describe them.			X			
• Identify ways to achieve effective design.				X		
• Demonstrate the ability to critique their own work, as well as work of other students; and defend decisions made in the creative process.					X	
• Demonstrate basic skills in basic color theory, painting and composition.					X	
• Demonstrate the ability to define terms and vocabulary relating to various art techniques.	X					X
• Demonstrate an understanding of a portfolio or "body of work".						X

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ARTB5 - Three Dimensional Design

• Upon completion of the course, the student will be able to identify and understand the formal elements and organizing principles of three-dimensional art.			X			
• Independently produce objects, forms, and problem-solving projects that successfully incorporate the basic elements and organizing principles of three-dimensional art.			X	X		
• Discuss, describe, analyze and critique three-dimensional works of art through references to the formal elements and principles of design.					X	
• Translate ideas and visual experience into tactile forms objects using both formal and conceptual approaches.					X	
• Demonstrate an understanding of the presence of specific design elements and principles in works of art as well as in the everyday physical world around them, throughout history and across cultures.	X					X
• Compose in three dimensions and work with a variety of media which may include but is not limited to clay, wood, metal, paint, plaster, paper, fibers, mixed media, and in the use of digital technology such as 3-D scanners and printers in an appropriate a	X					X

ARTB6 - Acrylic Painting I

• Upon completion the student will be able to: Create paintings that evince a working knowledge of the physical properties of painting materials.				X		
• Organize and apply the basic formal elements and principles of design in paintings.				X		
• Apply the principles of perceptually and theoretically based color theory to painting projects;				X		
• Construct and prepare painting surfaces and supports.	X			X		
• Develop expressive content through manipulation of mark, color, value, and composition					X	
• Examine and describe historical and contemporary developments, trends, materials, and approaches in painting;					X	
• Assess and critique paintings in group, individual, and written contexts using relevant critique formats, concepts and terminology.						X
• Safely handle and use studio painting materials and equipment.						X

ARTB7 - Acrylic Painting II

• Upon completion of the course, the student will be able to identify diverse ways to use acrylic media as it applies to artistic production.				X		
• Demonstrate awareness of traditional methods of painting.				X		
• Demonstrate an understanding of the principles and elements of design, and the use of design to further conceptual ideas.				X		
• Use appropriate vocabulary related to painting.					X	
• Critique their own work, as well as work of other students; and defend decisions made in the creative process.	X				X	
• Create a portfolio or "body of work" which demonstrated investigation, experimentation, and development of the student's previous work.						X
• Demonstrate an awareness of recent painters, and identify historical trends in painting.						X

ARTB8 - Figure Drawing I

• Upon completion of the course, students will be able to demonstrate an understanding of the importance of structure and anatomy in revealing the nature of the human form, understanding of the human form as a total unit rather than an overwhelming complex of parts.				X		
• Demonstrate an understanding of anatomy, through sustained investigative drawings which make accurate visual statements of the figure's form in space.				X		
• Demonstrate an understanding of how medium influences the content of a drawing, through the use of a variety of drawing media.					X	
• Demonstrate the ability to critique their own work, as well as work of other students; and defend decisions made in the creative process.					X	
• Review and demonstrate an understanding of the elements and principles of two dimensional design as they relate to figure drawing.	X					X
• Create a portfolio or "body of work".	X					X

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ARTB9 - Figure Drawing II						
• Upon completion of the course, the student will be able to demonstrate an understanding of anatomical structure of the human body through sustained <u>investigative drawings that make accurate visual statements of the figure's form in space.</u>						X
• Demonstrate an understanding of the relationship between choice of graphic media and its role in communicating expression; including using color as an <u>expressive element within the figure, as well as wet media.</u>						X
• Demonstrate the ability to apply personal expression to the formal description of the human body.					X	
• Review and demonstrate an understanding of the elements and principles of two dimensional design as they relate to figure drawing.					X	
• Demonstrate the ability to critique their own work, as well as work of other students; and defend decisions made in the creative process.	X					X
• Demonstrate an understanding of a portfolio or body of work.	X					X
ARTB10 - Ceramics I						
• Upon completion the student will be able to: Differentiate clay varieties and ceramic processes.			X			
• Create ceramic forms utilizing pinch, coil, soft slab, hard slab and throwing techniques.			X			
• Produce and apply surface treatment to a variety of different forms.					X	
• Examine and describe historical and contemporary developments, trends, materials, and approaches in ceramics.					X	
• Assess and critique ceramics in group, individual, and written contexts using relevant critique formats, concepts and terminology.						X
• Safely handle and use all studio equipment, tools, and materials.						X
ARTB11 - Ceramics II						
• Upon completion the student will be able to: Demonstrate the ability to explain the elements and principles of design as they relate to the language and <u>terminology of ceramics.</u>			X			
• Apply skills through large hand-built forms and the potters wheel to create increasingly technical and elaborate forms.			X			
• Demonstrate the ability to recognize the working properties of ceramic materials through basic glaze chemistry, and applied glaze and surface treatments.					X	
• Demonstrate the ability to operate, load, unload and fire a raku kiln and a low-fire kiln.					X	
• Demonstrate an understanding of a portfolio or "body of work".						X
• Demonstrate the ability to critique their own work, as well as work of other students; and defend decisions made in the creative process.	X					X
ARTB12 - Ceramics III						
• Upon completion the student will be able to: Demonstrate an understanding of the elements and principles of design as they apply to the language and <u>terminology of ceramics.</u>			X			
• Demonstrate a variety of advanced throwing and hand-building techniques to create a body of work.			X			
• Demonstrate the ability to operate advanced studio equipment such as clay mixer, spray-booth, extruder, slab-roller and glaze scales.					X	
• Demonstrate the ability to use ceramic raw materials to create or alter glazes, slips and clay bodies for specific application.					X	
• Operate high-fire kiln in reduction firing.						X
• Analyze and critique their work and the work of other students.						X

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ARTB13 - Sculpture I

• Upon completion the student will be able to: Express aesthetic or conceptual intents in various three dimensional media that may include several of the following, but are not limited to: plaster, clay, wood, stone, glass, bronze, iron, steel, concrete and the use of digital technologies such as 3D p			X			
• Produce sculpture projects using the basic tools and forming techniques of sculpture (manipulative, substitution, subtractive, additive, fabrication, assemblage etc.) in a safe and appropriate manner.			X	X		
• Create sculptural works that demonstrate understanding of representational, abstract, non-objective, or conceptual imagery.					X	
• Examine and describe historical and contemporary developments, trends, materials, and approaches in sculpture, and demonstrate an understanding of sculpture's cultural connections within societies.					X	
• Assess and critique sculptural works in group, individual, and written contexts using relevant critique formats, concepts and terminology.						X
• Safely utilize tools and specialized equipment.						X

ARTB14 - Sculpture II

• Upon completion the student will be able to: Demonstrate the ability to to make individual aesthetic and conceptual decisions to develop a personal and unique body of work.						X
• Continue to improve skills in the safe use of advanced tools, techniques and materials.						X
• Apply principles of form, content, and technique to the visual organization of three dimensional images in an increasingly professional manner.					X	
• Demonstrate competency in the use of the vocabulary of three dimensional design.					X	
• Demonstrate an understanding of historical and contemporary developments, trends, materials and approaches in sculpture.						X
• Critique their own finished work, as well as the work of others; and defend their work in in-class critiques.						X

ARTB16 - Digital Photography

• Upon completion the student will be able to: Demonstrate the elements and principles of design in finished photographs			X			
• Create a portfolio of work demonstrating formal, conceptual, and technical development				X		
• Produce photographs skillfully utilizing photographic tools, materials, and processes, including camera controls, image exposure, image processing, printing, and presentation				X		
• Examine and describe historical and contemporary trends, language, aesthetics and emerging media in photography					X	
• Analyze and describe the role of photography in contemporary culture and media					X	
• Safely handle and maintain photographic equipment and materials						X
• Evaluate and critique photographic images utilizing relevant terminology and concepts						X

ARTB17 - Black and White Photography

• Upon completion the student will be able to: Apply the elements and principles of design in finished photographs			X			
• Create a portfolio of work demonstrating formal, conceptual, and technical development				X		
• Produce photographs skillfully utilizing photographic tools, materials, and processes, including camera controls, image exposure, image processing, printing, and presentation				X		
• Examine and describe historical and contemporary trends, language, aesthetics and emerging media in photography					X	
• Analyze and describe the role of photography in contemporary culture and media	X				X	
• Safely handle and maintain photographic equipment and materials	X					X
• Evaluate and critique photographic images utilizing relevant terminology and concepts						X

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ARTB20 - Digital Art - Vector						
• Upon completion the student will be able to: Produce, print, and mount assignments within a set deadline, using digital hardware and software.			X			
• Evaluate and appraise other design projects and differentiate between effective and ineffective solutions during in-class critiques.				X		
• Demonstrate knowledge of drawing tools and effects in vector software.					X	
• Demonstrate understanding of color, type, image, design principles and elements.					X	
• Demonstrate an understanding of the language of two-dimensional design.						X
• Produce and discuss a portfolio of work.						X
ARTB24 - Digital Art - Raster						
• Upon completion the student will be able to: Construct multi-layered documents and demonstrate the ability to use the various tools and processes embedded in raster software.			X			
• Design illustrations and layouts, synthesize their knowledge of other software, and build upon their knowledge of design principles and elements.				X		
• Critique their own work as well as appraise and evaluate the work of their fellow students. The student will justify and defend their design decisions.					X	
• Exhibit competency in using the computer, and produce original artwork within a set deadline, and demonstrate the ability to output documents to a printer.					X	
• Formulate ideas into a cohesive assignment by solving specific design problems.	X					X
• Create a cohesive portfolio of finished projects.						X
ARTB25 - Typography						
• Upon completion the student will be able to: Demonstrate an understanding of the history of typography, including the five classic typeface families.	X		X			
• Upon completion the student will be able to: Create original typographic design projects, using digital technology, synthesizing the parameters of the assignment within a specific deadline.				X		
• Upon completion the student will be able to: Demonstrate the ability to create a typeface, from rough drawings through finished digital glyphs.					X	
• Upon completion the student will be able to: Demonstrate a basic understanding of the language of typography, including typeface names and typeface structure, and including knowledge of design principles and elements, as related to typography.					X	
• Upon completion the student will be able to: Evaluate and defend their projects and typographic choices, and compare them to their peers during the critique process using critical thinking skills.	X					X
• Upon completion the student will be able to: Create a typographic portfolio of finished projects.						X
ARTB26 - Multimedia						
• Upon completion the student will be able to: Demonstrate an understanding of multimedia as it pertains to media production, hardware, software, mobile devices and the web.				X		
• Demonstrate knowledge of visual and audible communication in a multimedia environment.				X		
• Demonstrate an understanding of the major medias: text, graphics, sound, video, and animation.					X	
• Produce original media projects, using the production process of multimedia creation.					X	
• Create a series of projects, demonstrating fundamentals of computer hardware and software as it pertains to the planning, creation, and implementation of time based multimedia.						X
• Create original content, using the tools required in multimedia production: i.e.: tripod, camera, media cards, data storage options and protocols, high volume data management, digital multimedia workflows, both hardware and software.						X

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ARTB29 - Special Studies in Art

• Upon completion the student will be able to: Demonstrate an in-depth understanding of the artform which is being explored.						X
• Upon completion the student will be able to: Demonstrate a deep understanding of the principles, elements, and language of art.				X		
• Upon completion the student will be able to: Demonstrate an advanced understanding of the critique process.					X	
• Upon completion the student will be able to: Produce a significant body of work or portfolio as a result of explorations done in the course.						X

ARTB35 - Survey of Western Art I

• Demonstrate the ability to use art history methods to examine the artistic expressions of various cultures throughout history.			X			
• Identify and differentiate artistic styles of the civilizations of the ancient world.				X		
• Relate the artistic ideas of the past with the artistic production of our contemporary world.					X	
• Demonstrate an understanding of a "body of work" or portfolio of artistic output, by an individual or culture.					X	
• Demonstrate an understanding of the principles and elements of design.	X					X
• Demonstrate the ability to critique a work of art, using formal analysis.						X

ARTB36 - Survey of Western Art II

• Demonstrate the ability to assess the art and architecture as a historical record and means of expression unique to each of the cultures discussed.				X		
• Evaluate, compare and contrast history and philosophies of various cultures, and how they influenced the art, style, content, function and technical processes of art.				X		
• Research and create a work of art reflecting the ideals and aesthetics of a chosen culture					X	
• Demonstrate an understanding of the principles and elements of design.					X	
• Demonstrate the ability to critique a work of art, using formal analysis.	X					X
• Demonstrate an understanding of a "body of work" or portfolio of an individual or a culture.						X

ARTB37 - Survey of Art - Latin America

• Demonstrate the ability to use art history methods to examine the artistic expressions of various cultures throughout Latin American history.			X			
• Differentiate between the artistic styles of the ancient civilizations of Latin America.				X		
• Relate the artistic ideas of the past with the artistic production of our contemporary world.					X	
• Demonstrate an understanding of the principles, elements, and language of design as they relate to Latin American art throughout history.	X				X	
• Demonstrate the ability to critique a work of art, using formal analysis.						X
• Demonstrate an understanding of a portfolio or body of artwork as they relate to Latin American art.						X

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ARTB40 - Digital Illustration

• Upon completion the student will be able to: Use the Macintosh computer and software as tools to produce finished illustrations, synthesizing the parameters of the assignment within a specific deadline.			X			
• Upon completion the student will be able to: Plan and execute illustrations, building on their knowledge of design principles and elements.				X		
• Upon completion the student will be able to: Output documents to a printer; mount and present the documents in classroom critiques.					X	
• Upon completion the student will be able to: Evaluate and defend their illustration choices, and compare them to their peers during the critique process using the language of art and design.					X	
• Upon completion the student will be able to: Demonstrate an understanding of the principles and elements of two dimensional design as they apply to illustration.						X
• Upon completion the student will be able to: Create an illustration-based portfolio of finished projects.						X

ARTB41 - Advertising Design

• Upon completion the student will be able to: Create original advertising solutions, based on a creative brief, within a specific deadline.			X			
• Upon completion the student will be able to: Print, mount, present, evaluate and defend their projects and design choices, and compare them to their peers during the critique process.				X		
• Upon completion the student will be able to: Design advertising layouts, basing their solutions on specific media, and build upon their knowledge of design principles.					X	
• Upon completion the student will be able to: Exhibit competency in using the computer as a design tool.	X				X	
• Upon completion the student will be able to: Demonstrate an understanding of the requirements and limitations of a wide variety of media, including print, online, outdoor, etc...						X
• Upon completion the student will be able to: Create a portfolio of finished projects.						X

ARTB42 - Graphic Design

• Upon completion of the course, the student will be able to demonstrate the ability to identify, evaluate and create communication pieces through the use of graphic symbols.			X			
• Upon completion the student will be able to: Demonstrate the ability to use digital hardware and software as tools to produce finished design projects, synthesizing the parameters of the assignment within a specific deadline.				X		
• Upon completion the student will be able to: Plan and execute a variety of designs, building on their knowledge of design principles and elements, while using the visual vocabulary.					X	
• Upon completion the student will be able to: Research, propose, produce and present effective graphic design solutions.					X	
• Upon completion the student will be able to: Demonstrate the ability to critique their own work, as well as the work of other students; and defend their creative choices verbally.	X					X
• Upon completion the student will be able to: Output documents to a printer; mount and present the documents in a portfolio of finished projects.						X

ARTB43 - Video Production

• Upon completion the student will be able to: Demonstrate an understanding of multimedia as it pertains to media production, hardware, software, mobile devices and the web.					X	
• Demonstrate an understanding of multimedia as it pertains to media production, hardware, software, mobile devices and the web.					X	
• Examine and describe an understanding of the major medias: text, graphics, sound, video, and animation.					X	
• Demonstrate, through a series of projects, an understanding of the production process of multimedia creation.						X
• Demonstrate the ability to use computer hardware and software as it pertains to the planning, creation, and implementation of time based multimedia projects.						X
• Demonstrate the process for uploading a final product to an online platform.						X

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ARTB44 - Motion Graphics						
• Upon completion the student will be able to: Demonstrate an understanding of the relationship between graphics and motion graphics.					X	
• Effectively create motion graphics using the work space of the motion environment in <u>Adobe After Effects</u> .					X	
• Demonstrate an understanding of the technical processes of working with motion graphics, <u>keyframes, design, and composition in a time based motion environment</u> .					X	
• Create original content, using the various output formats of a motion graphic.						X
• Demonstrate an understanding of the connection between motion and sound.						X
• Pre-produce, produce, and present a short motion graphic. Defend work in front of the class.						X
ARTB45 - Animation						
• Upon completion the student will be able to: Demonstrate an understanding of the historical context of animation as art, and art in <u>the commercial space</u> .					X	
• Demonstrate the ability to use digital hardware and software as tools to produce <u>examples and a demonstrated understanding of the principles of animation</u> .					X	
• Plan and execute a variety of animated projects, utilizing a variety of techniques <u>including stop motion, cut out, 2.5 D, pixilation, drawn, etc.</u>					X	
• Research, pre-produce, produce and post produce a final animated commercial film.						X
• Demonstrate the ability to critique their own work, as well as the work of other students; <u>and defend their creative choices verbally</u> .						X
• Populate an online distribution system with final animated commercial, as part of a demo <u>reel/portfolio</u> .						X
ARTB46 - Advanced Photography I						
• Upon completion the student will be able to: Assemble a cohesive portfolio of images			X			
• Upon completion the student will be able to: Demonstrate an understanding of historic and contemporary issues in photography				X		
• Upon completion the student will be able to: Demonstrate an understanding of advanced photographic techniques					X	
• Upon completion the student will be able to: Make decisions for images based on principals and elements of design					X	
• Upon completion the student will be able to: Demonstrate an ability to light a portrait and a product.						X
• Upon completion the student will be able to: Demonstrate the ability to critique their own work, as well as work of other students; and defend decisions made <u>in the creative process</u> .						X
ARTB47 - Advanced Photography II						
• Upon completion of the course, the student will be able to generate written proposals for projects and produce written and oral evaluations of their own <u>images</u>			X			
• Upon completion the student will be able to: Analyze and critique their own images and those of others in the critique process; and defend decisions made in <u>the creative process</u> .				X		
• Upon completion the student will be able to: Develop a semester long project (portfolio) of photographic images					X	
• Upon completion the student will be able to: Use historic photographic processes to explore contemporary issues.					X	
• Upon completion the student will be able to: Demonstrate the ability to use lighting equipment on location and in the studio.						X
• Upon completion the student will be able to: Demonstrate the ability to make decisions for images based on principles and elements of design.						X

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ARTB48 - Advanced Photography III - Independent Study						
• Upon completion of the course, the student will be able to develop a long term photographic project and create a portfolio based on it.			X			
• Upon completion the student will be able to: Demonstrate sophisticated printing skills.				X		
• Upon completion the student will be able to: Demonstrate the ability to critique their own work, as well as work of other students; and defend decisions made in the creative process.					X	
• Upon completion the student will be able to: Research a current topic in photography					X	
• Upon completion the student will be able to: Draw on historic photographic references to inform their current work.						X
• Demonstrate an understanding of the principles and elements of design, as they relate to photography.						X