

Subject Area:	Art
Course:	2200/3200
Level of Instruction:	Level II and Level III
References:	Program of Studies, & Art and Design 2200 & 3200: A Teaching Guide

Program Description and Guiding Principles

Art and Design 2200 and Art and Design 3200 are companion studio art courses. Although each is a distinct one year two credit course, Art and Design 2200 will be completed before or simultaneously with Art and Design 3200. These courses share the same philosophies, goals and general objectives. However, the time consuming nature of studio courses, the potential number of visual arts disciplines to explore and the potential content within each of these disciplines dictate the necessity of dividing this workload over a period of two years.

Art and Design 2200 and Art and Design 3200 are ultimately about making art. They are about students developing personal imagery. In these courses, students learn about visual concepts and art processes in order to enhance their visual imagery and to effectively support their expressive intentions.

Art and Design should be available as options to all students. The program is not designed only for the artistically talented student; neither is it designed only for the non-academic student. It equips students with a perceptual education that is received nowhere else in the curriculum. It provides students with new communication abilities and a deeper insight into themselves, others, and their environment.

Students will study three units per year of the eight units listed here: drawing, sculpture, photography, fibre arts, painting, printmaking, graphic arts, and pottery.

Teachers should use a variety of assessment strategies to:

- Enable teachers to assess and describe student achievement across the curriculum
- Provide information about how students learn, as well as what they learn
- Take into consideration students' abilities both to learn and to apply their learning
- Enable teachers to observe overall performance
- Provide multiple indicators of student performance

- Reflect curriculum balance and emphasis
- Reflect that experimentation, risk taking, and creativity are valued
- Enable students to discover their own interests, strengths, and weaknesses
- Engage students in assessing, reflecting upon, and improving their own learning
- Encourage students to take responsibility for their own growth
- Engage students in assessing their own and others' skills in co-operative and collaborative projects
- Allow for description of students' progress in terms of increased control, depth of understanding, and ability to work independently

Evaluation Plan

Studio Work/Portfolio.....80/70%

Written/Oral work (tests, presentations, self-assessments, research, etc.)..... 10/15%

Sketchbook/Process..... 10/15%