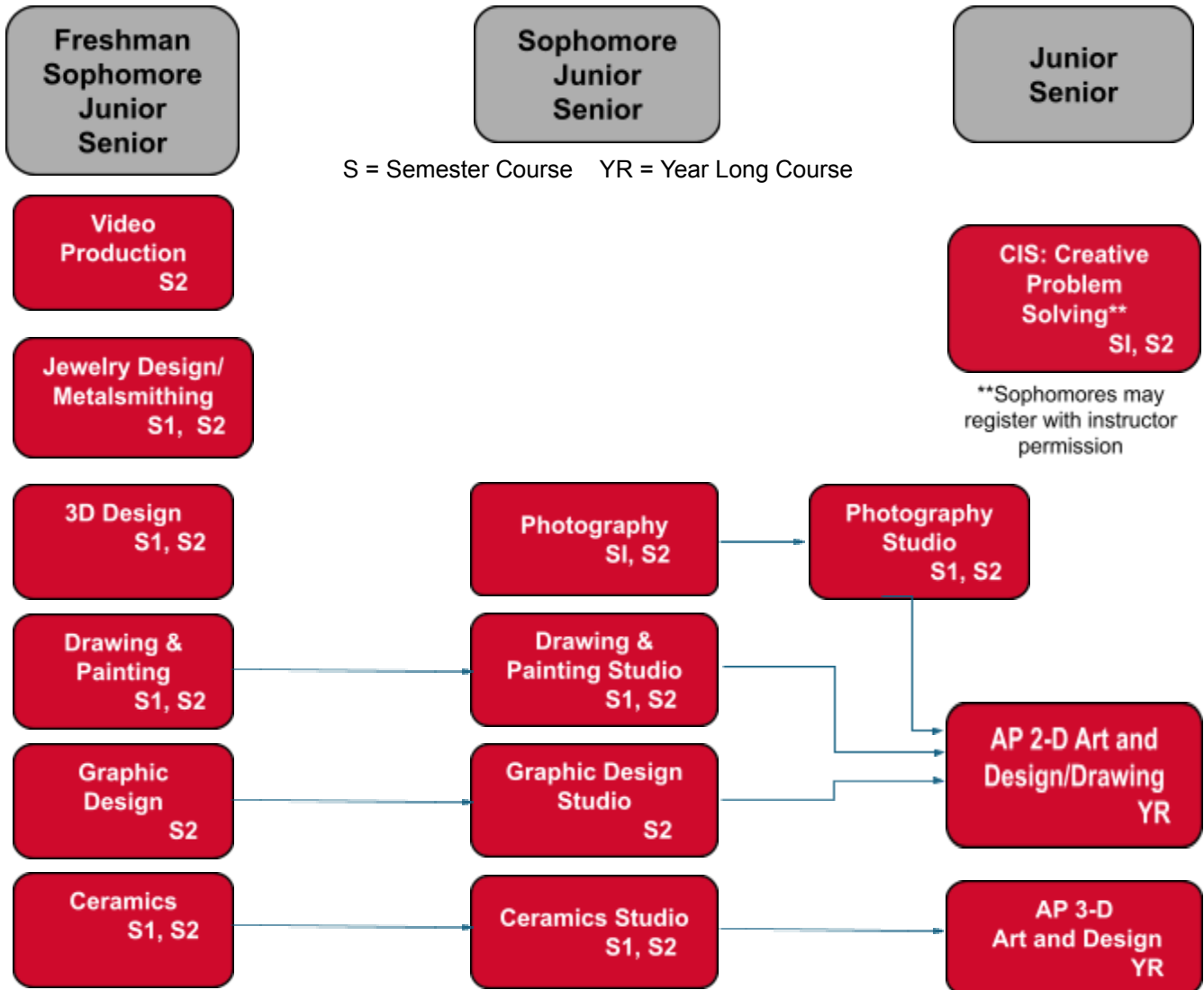


Fine Arts: Visual Arts

All students are required to complete two semesters of a fine arts course, either art or music, before graduation. The art program at BSM provides students with the opportunity for developing creativity, imagination, and effective visual expression, with a link to cultural history. Working in a collaborative peer-learning environment, students develop creative problem-solving skills, self-expression, and visual literacy. Contact your counselor with any questions on courses.

Department Chair: Kelli Rahn krahn@bsmschool.org



Fine Arts: Visual Arts

3D Design (S1) or (S2)

One semester, one credit, open to all grade levels

3D Design is designed to introduce students to the fundamentals and technical principles of working three-dimensionally. It will cover three-dimensional design projects in which students will explore the principles of design and the meaning of form, space, function, mass, and structure. Traditional and non-traditional building materials will be used to explore how three-dimensional sculptures activate space and how consideration must be given to the many viewpoints and perspectives of a form existing in three dimensions.

Ceramics (S1) or (S2)

One semester, one credit, open to all grade levels

Second semester freshmen may enroll in this course.

This course introduces students to both hand building and wheel throwing techniques. Students will learn to design and build forms using various methods and learn to throw functional objects using the potter's wheel. Students will learn to work with the properties of clay and glaze through progressively more challenging projects. All materials, tools, and equipment will be provided.

Drawing & Painting (S1) or (S2)

One semester, one credit, open to all grade levels

Students will learn to draw from "life" in the classic genres of art: still-life, portraits, the figure and landscape. Through guided practice and creative exploration, students will strengthen their ability to truly *see* and translate what they observe onto paper and canvas. Students will focus on composition and use a range of media, including charcoal, pen and ink, and acrylic paint, as students apply the elements and principles of art to create dynamic, personal, and visually compelling artwork.

Graphic Design (S2)

One semester, one credit, open to all grade levels

This introductory course instructs students in design skills using core graphic programs including Adobe Photoshop, Illustrator, and InDesign. The focus will be on developing student understanding of the fundamental principles of design while finding creative visual solutions to projects. Projects may include digital illustrations, logos, typography, magazine covers and spreads as well as skill building exercises. This is a technology heavy course as projects are primarily completed using student laptops.

Jewelry Design/Metalsmithing (S1) or (S2)

One semester, one credit, open to all grade levels

This is an introductory jewelry course, students will design and create unique, wearable art using copper, brass, and fine silver. They'll learn foundational metalsmithing techniques like sawing, soldering, and buffering while creating projects such as pierced pendants, stone-set jewelry and resin casts- all guided by the elements and principles of art.

Photography (S1) or (S2)

One semester, one credit, open to sophomores, juniors, and seniors

In this introductory course students will learn to use manual settings on a 35mm film camera, compose strong photographs, develop film, print negatives, and basic digital editing skills using Photoshop Lightroom Classic. Assignments will include composition techniques, portraits, landscape, and environment. All students are encouraged to provide their own 35mm film camera (automatic cameras are acceptable) and have access to a digital camera as well (phone cameras are acceptable). 35mm film, darkroom chemicals and paper are provided.

Video Production (S2)

One semester, one credit, open to all grade levels

This is an introductory course designed to provide students with an artistic and historical background of video creation. Students will learn the basics of shooting their own videos from pre-production (script-writing and storyboarding) to production (camera stability, lighting, color, camera angles, audio) to post production (video editing in CapCut and PremierePro). Students will work individually & in groups to create different types of videos.

Fine Arts: Visual Arts

Studio Art

Studio level courses may be repeated. Students must have successfully completed the first level of one medium to be eligible for enrollment.

Ceramics Studio (S1) and/or (S2)

Prerequisites: Ceramics

One semester, one credit. Open to students who have completed the first level of this medium.

This advanced course is designed for students who want to further investigate hand-built, sculptural and wheel thrown forms. Students will continue to develop problem solving skills, persistence, and creativity, along with skills in wheel throwing, surface decoration and sculpture. Students will choose their projects or work with the teacher in determining projects and their objectives. The focus will be on improving skills students have begun to develop and on exploring the relationship between form, surface design, and original content. It is highly recommended to take this course for at least two (2) semesters prior to AP Ceramics.

Drawing & Painting Studio (S1) and/or (S2)

Prerequisites: Drawing & Painting

One semester, one credit. Open to students who have completed the first level of this medium.

This advanced course is designed for students to further develop their techniques and personal expression in drawing and painting. Building on foundational skills, Studio students will create individual theme based portfolios while exploring new media such as oil pastels, watercolor paints, and mixed-media techniques. . Studying art of history and today, students will continue to develop their own voice in art and create a cohesive portfolio.

Graphic Design Studio (S2)

Prerequisite: Graphic Design

One semester, one credit. Open to students who have completed the first level of this medium

This advanced course will focus on expanding and improving design skills with the Adobe Creative Suite, including Illustrator, Photoshop, and InDesign. Students will design projects for print and digital display with a variety of content, tools, techniques, and strategies. Students will work with the Knight Errant staff to produce the KEQ quarterly magazine and will also be given the opportunity to shoot photos for the KEQ.

Photography Studio (S1) and/or (S2)

Prerequisite: Photography

One semester, one credit, open to sophomores, juniors, and seniors

Open to students who have completed the first level of this medium

This advanced course is designed for students who have a desire to further investigate photographic techniques and camera controls in both film and digital photography. Adobe Photoshop and Photoshop Lightroom Classic skill sets will be expanded as well as additional darkroom skills. The focus of the course is on developing a personal photographic style while building a digital skill set. Students and teachers will collaborate on the designing of projects that will improve photographic skills and aid in the creation of a student portfolio.

Fine Arts: Visual Arts

Advanced Placement Art & Design

AP 2-D Art and Design/Drawing (YR)

Two semesters, two credits open to juniors and seniors

This course is for students who plan to submit a portfolio in the following mediums: photography, graphic design, painting, or drawing.

Prerequisites: Two semesters in a medium of choice and teacher recommendation

***Students are required to complete a summer assignment due on the first day of school to maintain enrollment in the course*

Students must be self-motivated and expect to complete 3-6 hours of art-making outside of class per week to achieve success in this rigorous college-level studio course. This course develops students' independent voice, skills, and visual vocabulary. Students create a sustained investigation in an area of personal interest and submit a portfolio of 15 connected pieces and 5 best works to the AP committee for review. To guide the committee, students will include a personal statement explaining the evolution of their process and describing how making work developed further questions for deeper exploration. Practice, experimentation, and revision using materials, processes, and ideas are ongoing activities in AP Art. This course is largely student-directed and requires a high degree of independence and time management for success.

AP 3-D Art and Design (YR)

Two semesters, two credits open to juniors and seniors

This course is for students who plan to submit a portfolio in the following mediums: ceramics and sculpture.

Prerequisites: Two semesters of ceramics studio and teacher recommendation

***Students are required to complete a summer assignment due on the first day of school to maintain enrollment in this course*

Students must be self-motivated and expect to complete additional studio time outside of class to achieve success in this rigorous college-level studio course. This course develops students' independent voice, skills, and visual vocabulary. A base of 3 quality artworks is recommended before registering for this course. Students create a sustained investigation in an area of personal interest and submit a portfolio of 15 digital images and 5 selected works to the AP committee for review. To guide the committee students will include a personal statement explaining the evolution of their process and describing how making work developed further questions for deeper exploration. Practice, experimentation, and revision using materials, processes, and ideas are ongoing activities in AP Art. This course is largely student-directed and requires a high degree of independence and time management for success.

Fine Arts: Visual Arts

College in the Schools

Allows motivated juniors and seniors to earn college credits by taking University of Minnesota, Twin Cities courses, at BSM. Students interested in these courses. Courses listed are subject to University of Minnesota approval.

Sophomores may register with instructor permission and a 3.0 or better GPA. Full course description and requirements will be found on 54 of the Program of Studies.

**There is a \$145 registration fee per student, plus the cost of textbooks, technology and supplies. Students may also need to pay for transportation to and from Field Day activities. Cost for credits (\$145/student) will be charged to BSM Tuition account.*

Creative Problem Solving (S1 or S2)

*One semester, one credit, open to juniors and seniors
Three college credits from the University of Minnesota*

Creativity is essential for success across disciplines and highly valued by employers. Embracing creativity gives meaning and value to how you approach your life, solve problems, and pretty much everything you do. A creative mindset not only unveils opportunities but also nurtures an appreciation for the iterative nature of the creative process, embracing growth arising from perceived setbacks or failures. This course is designed to move you out of your existing comfort zones, encouraging you to explore beyond initial solutions and recognize the inherent value of considering multiple perspectives. The only wrong answer is having only one answer. Central to the mission of the course is the development of your personal traits of creativity, thoughtful analysis, ingenuity, experimentation, and the ability to solve problems both individually and collaboratively. The curriculum, provided by the College of Design at the University of Minnesota, awards 3 college credit hours upon successful completion. It will be necessary for students to put in additional time outside of class to fully complete required projects, readings and assignments.