Content Area:Visual and Performing Arts Design A

Grade: 9-12

Unit	Enduring Understandings	Essential Questions	Objectives	Skills
Semester	 A designer has many skills that can lead to a multitude of career opportunities. The design field is constantly changing and advancing with the ever changing technology. There are many skills necessary for success in the Design field. Creativity and innovative thinking are essential life skills that can be developed. Artists and designers shape artistic investigations, following or break with 	 error? What inspires people to make art? What responsibilities come with the freedom to create? How does art communicate stories and ideas? How does creating art enrich people's lives? How does knowing the contexts, histories, and traditions of art forms help us to create works of art? Why do artists follow or break from established traditions? 	 Students will be able to use specific terminology in Design to discuss and critique their work and the work of others. Students will be able to understand and discuss the history of different techniques used in historic and contemporary 2D and 3D artwork. Students will be able to understand and use a variety of materials 	 Sketching techniques Materials application Research through Inspiration Rendering of professional presentation Use of hand tools ie. sewing needle, paint brush, utility knife, cutting board Hand sewing Coiling techniques with rope and yarn

traditions in pursuit of creative art-making goals.	 Why is it important to be culturally sensitive? How is art used in everyday life? How does art record and communicate the human experience? 	typically used for design to create works of art. Students will be able to build a portfolio of their work. Students will be able to further develop the 8 "studio habits of mind": Develop Craft, Engage and Persist, Envision, Express, Observe, Reflect, Stretch and Explore, Understand Art Worlds.	