

M5 Core Art

Course Syllabus - 2025 Term 1

Teacher: Clifford Rawley

Department: Art

Subject Code: AR32101

Periods per week: 1

Credits: 1

Course Description

The art course combines theoretical and practical studies building on the students' ability to use traditional visual arts media, including drawing with pencil, pastel, and marker, acrylic paints, and three dimensional modeling materials.

Students will develop a greater awareness of the role of art in society and study how the status of artists has undergone major change over time. In this course students will study the transition from modern Art to postmodern, contemporary styles.

The kinesthetic skills learnt will be useful to them in their work across the curriculum, and will emphasize the importance of detail focused application to hands-on projects.

This course will primarily utilize class time for teacher guided hands-on project based work. I expect each student to spend approximately 2 hours of time on this course per week. That means 1 hour of classroom time followed by 1 hour of work out of the classroom.

Course Contents

1. Conventions of representing space
 - 1.1. Western (linear) perspective (1-point & 2-point)
 - 1.2. Drawing vehicles in 2-point perspective
 - 1.3. Eastern (isometric) perspective
 - 1.4. Watercolour technique
 - 1.5. Panoramic Asian landscape painting with isometric perspective

2. Futurism

- 2.1. Explaining Futurism
- 2.2. Futurist artist research
- 2.3. Showing Dynamism and motion
- 2.4. Overlapping and repeating forms
- 2.5. Futurist style mixed media or collage project

Learning Outcomes

- an ability to record from direct observation and personal experience
- an ability to identify and solve problems in visual and/or other forms
- creativity, visual awareness, critical and cultural understanding
- an imaginative, creative and personal response
- confidence, enthusiasm and a sense of achievement in the practice of art and design
- growing independence in the refinement and development of ideas and personal outcomes
- engagement and experimentation with a range of media, materials and techniques, including new media and technologies, where appropriate
- experience of working in relevant frameworks and exploration of manipulative skills necessary to form, compose and communicate in two and/or three dimensions
- a working vocabulary relevant to the subject and an interest in, and a critical awareness of, other practitioners, environments and cultures
- investigative, analytical, experimental, interpretative, practical, technical and expressive skills which aid effective and independent learning.

Learning Resources

- [Google Classroom](#)
- Lectures using interactive ActivBoard, whiteboard and various other media and materials
- Variety of drawing media & tools: pencil, rulers, paper, etc.
- Variety of painting media: brushes, watercolour / acrylic paints etc.
- Hands on demonstration and modeling of techniques.
- Videos of key processes and concepts

Assessment Methods

As this course is based on the efforts applied to their work rather than level of skill, students' work will be mainly assessed on effort and timely completion of work to the best of their ability.

The mid-term (30%) and final (30%) projects continue for multiple lessons and will likely require the students spend additional time at home on them. These projects will be assessed according to specific rubrics that will be shared with the students during the project via Google Classroom.

Student work (40%) consists of two categories. Smaller pieces or drawing exercises completed during class time or at home will be graded on a 0-5 scale and added to the classwork & homework score (30%). Study skills (10%) refers to the students' performance in class; their use of the work space, attitude, personal responsibility and ability to remain on-task and focussed ([see rubric](#)). Each time a student makes an infraction they will be penalized -0.5 points.

Homework Policy

Please view [this link](#) for further details about how homework, classwork and major projects will be penalized if submitted late.

Evaluation Breakdown

Assessments	30%
• Mid-term project (30%)	
Student work	40%
• Study skills (10%)	
• Classwork & homework (30%)	
Final Exam	30%
• Final project (30%)	

Thai National Curriculum Standards

Strand 1: Visual Arts

Standard AR1.1: Creation of visual art works using imagination and creativity; analysis and criticism on the values of the visual art works through free expression of feelings and thoughts; appreciation and application of visual arts in daily life.

AR1.1 Gr. 11/1: Analyse application of visual elements and principles of design in communicating meaning through various forms.

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AR1.1 Gr. 11/2: Describe objectives and contents of works of visual art by using visual arts vocabulary.

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AR1.1 Gr. 11/4: Have skills and techniques to utilise materials, instruments and higher processes for creating works of visual art.

AR1.1 Gr. 11/5: Create works of visual art using various technologies with emphasis on principles of design and arranging artistic elements.

AR1.1 Gr. 11/6: Design works of visual art appropriate to the occasion and place.

Standard AR1.2: Understanding of the relationship between the visual arts, history, and culture; appreciating visual art works that represent the cultural heritage, local wisdom, and Thai and universal wisdom.

AR1.2 Gr. 11/1: Analyse and compare works of visual art in Eastern and Western styles.

AR1.2 Gr. 11/2: Specify works of visual art of famous artists and describe outcomes of social acceptance.

AR1.2 Gr. 11/3: Discuss the influences of international cultures on works of visual art in society.

[Total 8 indicators]