

| <u>UC a-g</u> | <u>Course Code</u> | <u>Title</u> | <u>Credit</u> |
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| f | B010 | Art 1 | 5 |
| f | B011 | Art 2 | 5 |

A two-semester course offered for all students. The course is based on the District Curriculum Concepts that include the development of aesthetic perception skills, creative expression, fine arts heritage, and aesthetic discrimination. Instruction in the care and use of basic tools and equipment is included. This class meets the Fine Arts graduation requirement and the University of California Visual & Performing Arts “f” requirements.

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| f | B020 | Art 3 | 5 |
| f | B021 | Art 4 | 5 |
| f | B030 | Art 5 | 5 |
| f | B031 | Art 6 | 5 |
| f | B040 | Art 7 | 5 |
| f | B041 | Art 8 | 5 |

These are advanced level art courses for students who have passed the beginning level. They are a continuation of the basic skills with an emphasis on individual proficiency and a development of a personal portfolio in a specific area of interest. Work outside of class is required. This course meets the University of California Visual & Performing Arts “f” requirement.

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|---|------|-----------------|---|
| | B070 | Art Workshop 1 | 5 |
| | B071 | Art Workshop 2 | 5 |
| f | B072 | Art Workshop 3* | 5 |
| f | B073 | Art Workshop 4* | 5 |

This course presents opportunities to the student in many media of two and three dimensions. The use of art forms in specific relation to student interests and function is important. Enrollment is by teacher approval. *Note: Art Workshop 3, 4 meets the University of California Visual & Performing Arts “f” requirement.

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| | B080 | Art Appreciation 1 | 5 |
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This one-semester survey course planned for 11th and 12th grade students, emphasize art forms in painting, sculpture, music, and architecture of the western world.

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| | B090 | Introduction to Art 1 | 5 |
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Specific objectives:

1. To provide students with the opportunity to achieve sensitivity to arts, crafts, and photographic activities, and acquire the necessary vocabulary to express their feelings through the art media.
2. To help the student discover some immediate degree of success resulting from meaningful studies and works.
3. To offer sufficient constructive art experiences to not only gain appreciation for all creative endeavor, but to determine more specifically the courses they would subsequently like to pursue.
4. Offer an informal atmosphere where self-discipline and cooperation among students may be explored.
5. Avoid complex, advanced techniques and processes. These are secondary to expression, exposure and discovery.

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| f | B095 | Art History 1C | 5 |
| f | B096 | Art History 2C | 5 |

This course is designed for 10th, 11th, and 12th grade college preparatory students and deals with the history and appreciation of art. This course will involve students with visual arts, two and three-dimensional. It will provide opportunities for students to study and see fine art that will increase their understanding of types and times in the art fields. A parallel study of music and art will be done. Slides and films will be used along with many examples of art. This course meets the University of California Visual & Performing Arts "f" requirement and the GUHSD Fine Arts graduation requirements. Prerequisite: Students must be in grade 10, 11, or 12 and have demonstrated writing and research skills.

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|---|------|----------------|---|
| f | B097 | Art History 1H | 5 |
| f | B098 | Art History 2H | 5 |

This course is designed for 11th and 12th grade honors students. In addition to the coursework required in Art History 1C, students will be involved in art criticism and evaluation techniques. Emphasis will be placed on in-depth research into periods and styles of art and music. Museum visitations will also be frequently required. The instructor

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will individually evaluate both quality and quantity of work. This course meets the University of California Visual & Performing Arts “f” and the GUHSD Fine Arts graduation requirements. General criteria for honors credit include:

- A. Student exhibits initiative and commitment toward learning and the desire to study the history of art.
- B. Students must show evidence of high achievement in art history, identified by criticism and evaluation techniques of historical work.
- C. Students must demonstrate ability to work independently in both regularly assigned work and in self-motivated study.
- D. Students must be willing and able to pursue in-depth study over an extended period of time.

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| f | B100 | 3 Dimensional Design 1 | 5 |
| f | B101 | 3 Dimensional Design 2 | 5 |

This course is open to any student. Subject matter is related to the basic principles and elements of art, the historical background of art, and the care and uses of basic hand tools. Emphasis is upon the relation of materials to beauty and function. Projects in wood, clay, plaster of Paris, stone, copper enamels, mosaic materials, leather, and metal are selected. This course meets the University of California Visual & Performing Arts “f” requirement.

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| f | B110 | 3 Dimensional Design 3 | 5 |
| f | B111 | 3 Dimensional Design 4 | 5 |

This course is open to students who have successfully completed 3 Dimensional Design 1 and 2. It includes a study of natural material beauty and more refined designs. This course meets the University of California Visual & Performing Arts “f” requirement.

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| f | B120 | 3 Dimensional Design 5 | 5 |
| f | B121 | 3 Dimensional Design 6 | 5 |

A course, wherein the student does special work in selected materials: stone, ceramic chemistry, pottery, metal, wood, and leather. The work is on an individual basis under the supervision of the teacher. This course meets the University of California Visual & Performing Arts “f” requirement.

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| f | B130 | 3 Dimensional Design 7 | 5 |
| f | B131 | 3 Dimensional Design 8 | 5 |

This course is a continuation of 3 Dimensional Design 5 and 6 for students with special abilities who wish to develop more completely their craft capabilities. This course meets the University of California Visual & Performing Arts “f” requirement.

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|---|------|----------------------------------|---|
| f | B145 | Advanced Placement Art History 1 | 5 |
| f | B146 | Advanced Placement Art History 2 | 5 |

A course designed to offer the student the equivalent of an introductory college course in art history. Students will acquire an understanding and enjoyment of architecture, sculpture, painting, and other art forms within a historical and cultural context. The curriculum is consistent with the Advanced Placement History of Art course description published by the College Board. This course meets the University of California Visual & Performing Arts “f” requirement and also the GUHSD Fine Arts graduation requirement.

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| B200 | Jewelry and Metalsmithing 1 | 5 |
| B201 | Jewelry and Metalsmithing 2 | 5 |
| B202 | Jewelry and Metalsmithing 3 | 5 |
| B203 | Jewelry and Metalsmithing 4 | 5 |
| B204 | Jewelry and Metalsmithing 5 | 5 |
| B205 | Jewelry and Metalsmithing 6 | 5 |
| B206 | Jewelry and Metalsmithing 7 | 5 |
| B207 | Jewelry and Metalsmithing 8 | 5 |

These courses are designed with particular emphasis on creation of jewelry and sculptural objects. Metal and other types of permanent material will be used in relationship to objects and techniques of the past, present, and future with emphasis on design. Class would be composed of students from all eight-semester units, with the more advanced students helping the beginning students. This course is open to all students with at least one semester of Art, Design, Crafts, or equal, and/or with consent of the instructor.

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| B208 | Investigative Photography 1 | 5 |
| B209 | Investigative Photography 2 | 5 |

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This is an introductory course in investigative photography that includes a combination of the art and science of photography as it is applied in the criminal justice system. This course will cover basic camera and darkroom techniques, historical perspectives, and a review of the latest techniques and equipment used at the crime scene. The study and practical lab exercises will provide the student with the insight and experience in investigative photography and its role in law enforcement.

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| f | B210 | Photography 1 | 5 |
| f | B211 | Photography 2 | 5 |

Photography covers the fundamentals of the art and technique of black and white photography. Students learn to use various types of cameras, from 35mm to digital as they take their own photographs, develop film and print their own pictures in the photography-enlarging lab. Areas that may be covered include studio and product photography, digital photography, special effects in the camera, photo lab, or on the computer, and image retouching. Students develop an aesthetic appreciation of photography through the introduction of principles of composition and elements of design. The historical and cultural context of photography is investigated and career opportunities are presented. Photography meets the Fine Arts graduation requirement and the UC "f" VPA requirement. This is a laboratory class.

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| f | B212 | Advanced Photography 1H | 5 |
| f | B213 | Advanced Photography 2H | 5 |

(Same as T264/T265) Students who have taken and passed one or more years of Photography 1-2, Digital Arts 1-2, or Art 1-2 are qualified to enroll in B212/B213 (or T264/T265) Advanced Photography 1-2H. They have studied and completed projects reflecting their understanding of the Principles and Elements of Art, and the five VAPA standards: Artistic Perception, Creative Expression, Historical & Cultural Context, Aesthetic Valuing, and Connections-Applications of Learning. This course meets the University of California Visual & Performing Arts "f" requirement.

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| f | B220 | Photography 3 | 5 |
| f | B221 | Photography 4 | 5 |
| f | B230 | Photography 5 | 5 |
| f | B231 | Photography 6 | 5 |
| f | B240 | Photography 7 | 5 |
| f | B241 | Photography 8 | 5 |

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These courses begin the advanced level of photography and is designed for students who have passed the beginning level. It is a continuation of instruction based on State and District Curriculum Concepts. Advanced instruction emphasizes refinement of basic skills, individual creativity, expansion of student knowledge and understanding of historical, cultural, and aesthetic values of the art form. The making of verbal and nonverbal aesthetic judgments and photography as a form of visual communication that expresses a common core of knowledge and universal concepts will be covered. Development of a personal portfolio and work outside the class are required. Prerequisite: Photography 1 and 2. This course meets the University of California Visual & Performing Arts "f" requirement.

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| f | B245 | Digital Arts 1 (Formerly Digital Imagery) | 5 |
| f | B246 | Digital Arts 2 | 5 |

(Same as T245,T246)

Digital Arts provides training in digital media with an emphasis on design and the arts. Using Adobe PhotoShop, Illustrator, Corel Painter, and digital photography, composition and elements of design will be taught with the computer as the tool. Emphasis is placed on computer design skills necessary for careers in the fields of multimedia and digital arts. This course meets the University of California Visual & Performing Arts "f" requirement.

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| f | B247 | Advanced Digital Arts 1H | 5 |
| f | B248 | Advanced Digital Arts 2H | 5 |

(Same as T247/T248) Students who have taken and passed one or more years of Digital Arts 1-2, Photography 1-2, or Art 1-2 are qualified to enrol in B247/B248 (or T247/T248) Advanced Digital Arts 1-2H. They have studied and completed projects reflecting their understanding of the Principles and Elements of Art, and the five VAPA standards: Artistic Perception, Creative Expression, Historical & Cultural Context, Aesthetic Valuing, and Connections-Application of Learning. This course meets the University of California Visual & Performing Arts "f" requirement. Prerequisite: Students must pass one or more years of Digital Arts 1/2, Photography 1/2, or Art 1/2.

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| f | B253 | Digital Arts 3 | 5 |
| f | B254 | Digital Arts 4 | 5 |

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| f | B255 | Digital Arts 5 | 5 |
| f | B256 | Digital Arts 6 | 5 |

This is a course in which students investigate the relationship between art and technology. Students survey traditional drawing and painting strategies using the simulated tools of current computer technologies, such as image editing, illustration, and painting software, digital video cameras and software, drawing tablets, and scanning devices. Students explore digital illustrations painting and photography, photographic lighting, and digital video, with an emphasis on composition and elements of design. The computer is utilized as the tool to acquire art skills including color lighting, perspective, color theory, and principles of composition and elements of design. The historical and cultural relationships in art are explored. Creative as well as systematic investigation of formal and conceptual issues are encouraged, with an emphasis on making art as a process involving critical communication. Students compile a digital portfolio that can be used to demonstrate their abilities for college entrance or employment in the visual art field. This class is intended to create a strong foundation for specialized work in the areas of Electronic Media, Design for Print, Electronic Photography, and Multimedia. Prerequisite: Students must pass Digital Arts 1-2 with a grade of “C” or better. This course meets the University of California Visual & Performing Arts “f” requirement.

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| B261 | Contemporary Design 1 | 5 |
| B262 | Contemporary Design 2 | 5 |

In this art class, students investigate the art and design fundamentals that will help them create outstanding computer generated work. The class emphasizes design skills necessary for digital arts, web design, computer animation, graphic design and broadcast production. It combines the arts and technology. Students explore and apply principles of composition and elements of design, to the creation of animation and movie storyboards, logo designs, and illustration drawing. Students use skills creating computer artwork and digital paintings, designing web pages, building 3-D objects and animation, manipulating photographs, and creating movies. This course is required for the Multimedia Communications Academy.

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| f | B263 | Cel Animation 1C | 5 |
| f | B264 | Cel Animation 2C | 5 |

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2D Cartoon Cel Animation will introduce students to the beginning principles of traditional cel animation and to the various technology and materials used in the production of this art form. The purpose of the course is to develop awareness and an appreciation of the art of cartoon animation and to provide opportunities for creative expression using the tools and technology of animation. It will offer a foundation for those students who wish to pursue careers in animation, film, fine art or related fields. Students will develop a portfolio containing cel drawings, model and turnaround sheets, storyboards, background paintings, and digital recordings. This course meets the University of California Visual & Performing Arts "f" requirement. Prerequisite: 2D Art or Junior/Senior

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| f | B295 | Visual Art 1 International Baccalaureate SL | 5 |
| f | B296 | Visual Art 2 International Baccalaureate SL | 5 |

This course will incorporate the five visual arts components from the California State Framework. These are artistic perception, creative expression, historical and cultural context, aesthetic valuing and connection, and relationship applications. Students will develop competent technical skills in a variety of media. They will understand the elements and principles of design, demonstrate self-expression through both observations of real life and through the use of imagination, and develop a connection between historical and cultural interest and the artwork they create. Students will be required to keep a personal combination sketchbook and research journal that helps build and keep track of personal observations and experiences and participate in class critiques. Students will also become acquainted with and understand various skills needed for careers in arts. This course meets the University of California Visual & Performing Arts "f" requirement.

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| f | B304 | Studio Art Drawing 1 Advanced Placement | 5 |
| f | B305 | Studio Art Drawing 2 Advanced Placement | 5 |

This one-year course provides guidance to the advanced student in the preparation of artwork that will fulfill the requirements for the AP Studio Art Portfolio in Drawing. This course addresses a very broad interpretation of drawing issues and media. Light and shade, line quality, rendering of form, composition, surface manipulation, and illusion of depth are drawing issues that can be addressed through a variety of means. Many works of painting, printmaking, and mixed media, abstract and other works may qualify. Students must have completed a minimum of one year of art (drawing/painting) with a grade of B or better, have excellent drawing skills, have teacher permission before enrolling, and be a junior or senior. Students who receive a grade of 3 or better on their

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portfolio, from the National College Board will receive college credit for this class. This course meets the University of California Visual & Performing Arts “f” requirement.

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| f | B310 | Studio Art 2D Design 1 Advanced Placement | 5 |
| f | B311 | Studio Art 2D Design 2 Advanced Placement | 5 |

This is a one-year course providing guidance in the preparation of artwork that will fulfill the requirements for AP Studio Art portfolio in 2D Design. For this portfolio students are asked to demonstrate proficiency in 2-D design using a variety of art forms. These could include graphic design, typography, digital imaging, photography, collage, illustration, painting, print making, etc. Students decide on a specific theme and create works reflecting their theme, using the elements and principles of art and design. Students must have completed a minimum of one year of art (Photography, Digital Arts, or Design classes) with a grade of B or better, have excellent designing skills, have teacher permission before enrolling, and be a junior or senior. Students who receive a grade of 3 or better on their portfolio, from the National College Board will receive college credit for this class. This course meets the University of California Visual & Performing Arts “f” requirement.

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| f | B315 | Studio Art 3D Design 1 Advanced Placement | 5 |
| f | B316 | Studio Art 3D Design 2 Advanced Placement | 5 |

This is a one-year course providing guidance in the preparation of artwork that will fulfill the requirements for AP Studio Art portfolio in 3D Design. This portfolio is intended to address a broad interpretation of sculptural issues in depth and space. These might include traditional sculpture, architectural models, apparel, ceramics, three-dimensional fiber arts or metal work, among others. Students must have completed a minimum of one year of 3D Art classes (Ceramics, Metalwork, Sculpture, 3D) with a grade of B or better, have excellent designing skills, have teacher permission before enrolling, and be a junior or senior. Students who receive a grade of 3 or better on their portfolio, from the National College Board will receive college credit for this class. This course meets the University of California Visual & Performing Arts “f” requirement.

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| f | B708 | Introduction to Design 1C (PLTW) | 5 |
| f | B709 | Introduction to Design 2C (PLTW) | 5 |

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This yearlong course provides entry-level, project-based curriculum that presents the elements and principles of visual design using the design process established by Project Lead the Way. Semester one projects focus on design factors such as aesthetics, format, geometric shape & form, perspective drawing, scale, proportion, and presentation techniques. Students begin to use computers as a medium/tool for design of project components such as sketching techniques, or orthographic drawing, 3D modeling & rendering. Assignment requirements are based on color, form and aesthetics with emphasis on the stages of the design process and critical thinking skills.

Semester 2 continues the design process and use of elements and principles of design through larger scale and more complex projects. Assignments involve detailed 'form follows function' aspects and the effects of successful presentation. Students explore various materials and media for self-expression and learn to express opinions through class critiques and oral presentations. Class projects include toy design, abstract pattern design, architectural model building, poster and brochure design, and design of various products such as a birdfeeders, desktop organizers, and amusement park rides. Design tools will include 3D modeling and other computer software.

Additional units of studies that include principles from the Visual and Performing Arts Standards may allow this course to meet the UC 'f' requirement. Students must take both Introduction to Design 1 and 2 to earn the 'f' requirement. Prerequisite: None. This course meets the University of California Visual & Performing Arts "f" requirement.

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| B850 | Transfer Course | 5 |
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This course gives credit to a student who has been attending a school outside the Grossmont District. The subject matter field has been identified, however, the course description or title is not readily matched with a course in the Grossmont District Master Course Title Book. Elective credit has been granted.

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| B851 | Transfer Course | 5 |
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This is a second semester transfer course. In cases where students remain in the same subject matter field during the second semester, using this course identification will allow a more accurate recognition of the course work.

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| f | B860 | Two-Dimensional Design 1 | 5 |
| f | B861 | Two-Dimensional Design 2 | 5 |

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This course investigates the fundamental vocabulary of art and the relationships of the principles of design and composition. The student will explore and apply the basic art elements as these relate to the design principles through sequential projects that develop an awareness of effective visual communication, problem-solving, the use of various media and techniques, and the analysis of the historical context in design. Units of study may include exploration in the fields of Interior Design, Architectural Rendering and Perspective, Graphic Design, Advertising, Typography, Commercial Illustration, Animation, Fashion Design, Surface and Textile Design, Industrial Design, Package Design, Product Design, and Environmental Design. The computer as a tool may be used. This course meets the University of California Visual & Performing Arts “f” requirement.

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| B862 | Two-Dimensional Design 3 | 5 |
| B863 | Two-Dimensional Design 4 | 5 |

This course is open to any student who successfully completes 2D Design 1 & 2. At this level there will be an emphasis on the development of visual awareness, analytical thinking, craftsmanship, practical application of the design principles, layout design, comprehensive techniques, including tools, methods, materials, and media used in the professional fields being explored. The curriculums may be any of the units of study listed under Two-dimensional Design 1 & 2, with further exploration into the individual design fields. The computer as a tool may be used.

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| B864 | Two-Dimensional Design 5 | 5 |
| B865 | Two-Dimensional Design 6 | 5 |

This course is open to any student who successfully completes 2D Design 3 & 4. This level is intended for art students who may wish to compile artwork designated to complete an Advanced Placement Portfolio or pursue a possible career in a design-oriented field. At this level the curriculum may focus on one or just a few areas of professional design. For example, the whole year may focus on the area of Graphic Design and Advertising, with units in History of Graphic Design, Typography, Marker Indication, Logo and Imaging, and Package Design. The instructor may focus on the area of Commercial Illustration with units in History of Illustration, rendering techniques, printmaking, figure study, media experimentation, and letter form design. The computer as a tool may be used. Although at this level there is a higher level of concentration, there will be reinforcement in sequential

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– projects and reevaluation of the principles of design and elements of art. Students will also be encouraged to participate in school-to-career possibilities in their fields of interest.

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| B866 | Two-Dimensional Design 7 | 5 |
| B867 | Two-Dimensional Design 8 | 5 |

This course is open to any student who successfully completes 2D Design 5 & 6. This level is intended for the serious art student who may wish to compile or complete artwork designated for an Advanced Placement Portfolio or pursue acceptance and meet the requirements to a particular college or institution of art. This two-term course culminates the experience of the design student by possibly developing a cohesive body of work for the final senior portfolio (such as Advanced Placement) and a final senior critique or exhibit. The curriculum may address relevant professional design assignments and issues that prepare the student for a career in a particular field of design. The computer as a tool may be used. The instructor may lead the student through discussion, dialogue, and critique, focusing on art production, the social responsibility of the artist, and career and art school opportunities. The student will be encouraged to articulate their areas of concentrated study verbally and to write comprehensive statements of intent.