

W.H. CROXFORD VAM Visual Arts & Media ACADEMY 20

VAM 20 Academy Topics at a Glance:

- Drawing
- Mixed Media
- Painting
- Sculpture
- Art and Business
- Publishing & Adobe Tools
- Photography
- Photojournalism
- Design

CTS/MDC Modules:

DES 1010
Sketch, Draw & Model

DES 1020
The Design Process

COM 2015
Media Impact

DES 2060
The Evolution of Design

COM 2205
Photography Composition

COM 2215
Photography
Communication

COM 2025 Electronic
Layout & Publishing 1

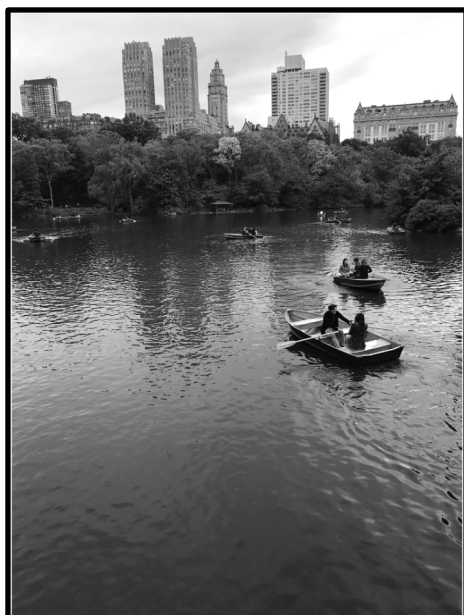
COM 3215
Photojournalism



Welcome back to the VAM - Visual Arts and Media Academy at W.H. Croxford. You will spend part of your day all year immersed in an arts-based learning environment centered around visual arts, design, photography, graphics, publishing, and photojournalism. In addition to the five credits in Art 20 you will receive eight credits in CTS/MDC & DES while learning in VAM 20 Academy.

Academy students will think and behave as artists as they navigate their way through real-world project-based learning opportunities. In an ever-changing world where future success will depend on adaptability and innovation, an education centered around the arts will help develop a solid foundation of the 21st Century attributes so critical for the citizens of tomorrow.

"The arts, it has been said, cannot change the world, but they may change human beings who might change the world." Maxine Greene



Academy Assessment:

Students in the VAM Academy will receive separate marks in each Art 20 and each CTS: MDC/DES module that they complete. I believe strongly in mastery learning, allowing a student to continue to learn and improve their work as the year progresses. Work in the CTS modules will be integrated throughout the other courses and as a result marks will be changed and improve as students master the skills and ideas.

Students in Art 20 and CTS modules will be assessed on the specific outcomes in each course using the scale below:

Grade	Descriptor	% RANGE	High School Description	Number used for Outcome Calculation in Gradebook
MAS	Mastering	90-100	Evidence indicates in-depth understanding, demonstration, or application of the outcome.	100
ADV	Advancing	80-89	Evidence indicates comprehensive understanding, demonstration, or application of the outcome.	85
PRG	Progressing	70-79	Evidence indicates understanding, demonstration, or application of the outcome.	75
EMG	Emerging	60-69	Evidence indicates progression towards understanding, demonstration, or application of the outcome.	65
BEG	Beginning	50-59	Evidence indicates initial understanding, demonstration or application of the outcome.	55
LIM	Limited	40-49	Evidence indicates limited or incomplete level of understanding, demonstration or application of the outcome.	45
NM	Not Meeting Outcome	0-39	Evidence indicates the student has not met the expectations of the learning outcome.	25
IE	Insufficient Evidence	no range/ displays as a zero	Insufficient evidence submitted to accurately assess progress.	IE/O has EXEMPT status. Teachers can manually override an overall course grade to display as IE/O. IE can also be used as an outcome grade, but it has exempt status and will not affect the overall course grade unless manually overridden by teacher.

The Essential Questions that will guide our learning in the academy are:

- How do artists represent or make sense of the world around them?
- How can I effectively communicate my ideas to others?
- What problem solving skills do I need to create art?
- How does art record and communicate the human experience?
- What is the role of the artist in our society?

Academy Student Expectations:

- All school rules apply in the Art/Com Tech classroom.
- Students must use effective digital online behavior (I.e: no gaming or watching video content unrelated to the course, or unrelated social media.)
- Cell phones are to be kept away during teaching and can be used for class-related work at the teacher's discretion.
- Student work must meet community and copyright standards.
- Students will come to class on time and be prepared to work.
- Students will show respect for the Art room, Computer Lab other students, other student's work, and materials/supplies.
- Students will be attentive during instruction and be on task throughout the period.
- Students will put in their best effort on assignments and work to create a positive learning environment.
- Students will clean up behind themselves and tidy the art room and labs before leaving class.

Assessment:**Art 20 - Expression: 45%**

- EX1: I can record for confidence and control my skills.
- EX2: I can develop and refine my drawing skills & styles.
- EX3: I can use the vocabulary and techniques of art criticism to interpret and evaluate both my own work and the works of others.
- EX4: I can explore personally selected themes and expressions.

Art 20 - Design: 45%

- D1: I can use non-traditional approaches to create compositions in both 2D and 3D.
- D2: I can solve composition problems by varying the dominance of design elements for specific visual effects.
- D3: I can demonstrate control over the components of composition.

Art 20 - Encounters: 10%

- E1: I can recognize that while the sources of images are universal, the formation of an image is influenced by the artists choice of medium, the time period, and the culture.
- E2: I can investigate the impact of technology during a time period on the intentions and productions of the artist.
- E3: I can acquire a repertoire of visual skills to comprehend different forms of art.

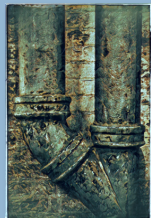
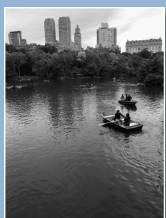
Student summative assessment will measure the outcomes from each assignment and project in this course.

Formative assessment strategies will help students understand criteria and evaluate their own progress. ... feedback and assessment methods included peer feedback, teacher feedback, and self-assessment.

LATE/MISSING ASSIGNMENTS:

All work is expected to be handed in on the set due date. Students who do not submit assignments on the due date are to speak with their teacher to make a plan to submit the missing work within one week. If the work is still not submitted, parents will be informed and a grade of zero will be assigned. Students will then have one final week to complete the missing assignment. If the assignment is still not submitted, the missing work will not be accepted.

Alternate work or assessments may be offered at the teacher's discretion to make up for the missed outcomes. The timeline for the return/grading of late work does NOT take precedence over more recent assignments--they will be addressed at the earliest convenience of the teacher.



"You don't take a photograph,
you make it."
Ansel Adams

VAM 20 - CTS/MDC Modules Overview:

DES 1010 – Sketch, Draw & Model-Level: Introductory - Prerequisite: None

Description: Students are introduced to observational sketching, drawing and modeling, and to a selection of basic materials and tools and their uses. Students also develop skills that can be applied to the field of design.

DES 1020 - The Design Process- Level: Introductory - Prerequisite: None

Description: Students develop an understanding of design problems through research and select, generate and evaluate possible solutions.

DES 2060 - Evolution of Design - Level Intermediate - Prerequisite: None

Description: Students develop a historical framework and study the importance and relevance of design within a cultural context by examining past and contemporary examples of designed artifacts. COM 2015 - Media Impact - Level:

COM 2015 - Media Impact - Level: Intermediate - Prerequisite: COM 1005 – Visual Composition (VAM 10)

Description: Students explore different media forms and examine their impact on personal, community and national interests. Using various media, students plan, create and present a simple message.

COM 2205 - Photography Composition - Level: Intermediate - Prerequisite: COM 1205 – Photography Intro (VAM10)

Description: Students expand their photography skills including composition, exposure, basic lighting, camera operation, image processing and proofing, and display.

COM 2215 - Photography Communication - Level: Intermediate - Prerequisite: COM 1205 – Photography Intro (VAM10)

Description: Students expand their photography skills including composition, exposure, basic lighting, camera operation, image processing and proofing, and display.

COM 2025 - Electronic Layout & Publishing 1 - Level: Intermediate - Prerequisite: COM 1005 – Visual Composition (VAM 10) Description: Students develop skills and practical working knowledge of electronic publishing computer hardware and software and create well-designed documents and publications using desktop publishing technology

COM 3215 - Photography - Photojournalism - Level: Advanced - Prerequisite: COM 1205 - Photography Intro (VAM10) Description: Students develop skills and explore processes to present a story, primarily through the use of pictures and text.



“Learn the rules like a pro,
so you can break them like an artist.”

Pablo Picasso

Art 20 Overview:

Philosophy of Art Education:

- Art education is concerned with the **organization of visual material**. Acquiring proficiency in art requires systematic instruction in **how we see, interpret and make sense of visual stimuli**. It requires an education in the use of traditional and contemporary tools, materials and media.
- Art education is concerned with **having individuals think and behave as artists**. Ultimately, art is accessible to all individuals. Its practice results in changing the individual, in changing the relationship among individuals, or in changing the social/physical environment.
- Art education is concerned with **pointing out the values that surround the creation and cherishing of art forms**.
- Art education deals with **ways in which people express their feelings and communicate in visual forms**.
- Art education deals with **making and defending qualitative judgments about artworks**.

Learning Objectives for Art 20:

Students will...

- Draw for confidence and consolidation of head-to-hand skills.
- Develop and refine drawing skills and styles.
- Explore a personal selection of expressions.
- Use the vocabulary and techniques of art criticism to interpret and evaluate both their own works and the works of others.
- Use non-traditional approaches to create compositions in both two and three dimensions.
- Solve teacher- and student- developed problems by varying the dominance of design elements for specific visual effects.
- Use the vocabulary and techniques of art criticism to interpret and evaluate both their own works and the works of others.
- Demonstrate control over various components of compositions.
- Recognize that while the sources of images are universal, the formation of an image is influenced by the artist's choice of medium, the time and the culture.
- Investigate the impact of technology on the intentions and productions of the artist.
- Acquire a repertoire of visual skills useful for the comprehension of different art forms.