

Phoenix Christian High School

ART 0700 Art I

Course Scope & Sequence (2010)

COURSE DESCRIPTION

An introduction to basic procedures in the artistic areas of drawing, design, painting, color, clay and calligraphy. Students will receive 'hands on' experience in all areas, and be guided to improve their standards of aesthetic judgment. Through personal application, Art will no longer be an "I can't" situation for the student, but an "I can" expression of life. Students with a new skill and interest will be encouraged to move on to the next step of learning, Art II

REQUIRED TEXTS AND *KEY SUPPLEMENTAL MATERIALS

Drawing on the Right Side of the Brain, Edwards

Art Fundamentals, Ocvirk

The Speedball Calligraphy Book, Speedball

Gardner's Art through the Ages, Crosby

How to Make Pottery, Trevor

*The Phoenix Art Museum

COURSE SCOPE AND SEQUENCE

Drawing - Part One

Key Concepts: Understanding Shapes by Working with Contour Lines, Gestures of the Human Body and Various Objects, Three-dimensional drawing using proper perspective, Negative Space Drawings, Draw and Shading Still Life, Identification of Eras of Art and Artists.

Assessments: Negative Space Drawing, Charcoal Still Life, Pencil Still Life

Biblical Integration: God gave us amazing brains designed with two hemispheres. We are learning to tap into the regions of the right hemisphere that doesn't get used as much in some people. God created us to use all of our abilities to our utmost. (Psalm 139:14)

Drawing - Part Two

Key Concepts: Basic Human Body Proportions and Human Anatomy, The Human Form.

Assessments: Shaded Picture of a Person, Picture of a Family Member.

Biblical Integration: Studying the human figure and what amazing creations we are is just a part of learning body proportions. Most important is the fact that we are created in God's image. (Gen 1:1)

Design

Key Concepts: Identification and Use of Basic Design Elements, The Psychology of Line, Identification and Use of Line Types, Identification of Shapes in Nature and the Basic Shapes Used in Art.

Assessments: Creating Two-dimensional textures that appear Three-dimensional.

Biblical Integration: God has given us a wonderful diverse world to explore: We need to take the time to see it through God's eyes. Knowing a bit more about how things are designed helps us to enjoy God's creations to a greater extent.

Color and Painting

Key Concepts: Color Intensities, Color Wheel Use, Inter-Relation of Color, Color Selection and Matching.

Assessments: Color Terms Test, Monochromatic Painting, Still Life Painting, Color Wheel, Reference Painting, Master Painting

Biblical Integration: Discovering God's amazing sense of order as we take 3 basic colors and create almost every color needed to do a painting.

Second Semester

Clay

Key Concepts: Methods for Using Clay, Modeling Techniques, Identification and Use of Glazes.

Assessments: Clay Terms Test, Coil Pot, Slab Pot, Combination Pot & Modeling of An animal, real or imaginary.

Biblical Integration: God created man from the dust of the earth, or clay as we like to say in the art world. Working with clay helps us appreciate all God went through just to get us put together.

Calligraphy – Part One

Key Concepts: Letter Styles, Pen Tips and Usage.

Assessments: Calligraphy Exercises.

Biblical Integration: The care of the written word is discussed as we study how early Christians wrote and then illuminated the Word of God using Calligraphy. We also look at Hebrew Scribes and the traditional process they went through to copy scripture.

Calligraphy – Part Two

Key Concepts: Alphabet Styles.

Assessments: Italic Alphabet, Old English Alphabet, Illuminated Phrase.

Biblical Integration: Calligraphy versus the printed word—Calligraphy is beautiful, but Gutenberg's printing press allows us to get the Bible to more people and made it available to commoners.

Scratchboard

Key Concepts: An introduction to scratchboard.

Assessments: Finished scratchboard project.

Biblical Integration: Turning dark to light, as God's son lightens our load and brings us to His light, so can we turn a dark picture into something viable by adding (scratching) in the light.