

# HS Art Boot Camp

## Huntingdon Area School District

UNITS (5/5 SELECTED)

SUGGESTED DURATION

-  Unit 1: Sketchbook *1 lesson*
-  Unit 2: What is Art & Why do we study it? *1 lesson*
-  Unit 3: Drawing & Dry Media Boot Camp *1 lesson*
-  Unit 4: Painting Boot Camp *1 lesson*
-  Unit 5: Art History: Sculpture & Print Making Boot Camp *1 lesson*

# Unit 1: Sketchbook

## HS Art Boot Camp

### UNIT OVERVIEW

Throughout this course, learners will design and create entries in a paper bag sketchbook that demonstrate brainstorming, planning, and practice work connected to each unit. The completed sketchbook will serve as the final project for the course.

### STANDARDS/EXPECTATIONS

#### National Core Arts - High School Proficient - Visual Arts

VA:Cr1.1.HSI

VA:Cr1.2.HSI

### BIG IDEAS

#### Big Ideas

- What is Art and why do we study it?: 1 week
- Drawing & Dry Media Boot Camp: 4 weeks
- Painting Boot Camp: 4 weeks
- Sculpture Boot Camp: 4 weeks
- Art History & Print Making: 4 weeks

### ESSENTIAL QUESTIONS

#### Essential Questions

- How can artists generate artistic ideas to produce works of art?
- How can artists improve upon and complete their artwork?

# Unit 1: Sketchbook

## HS Art Boot Camp

### LEARNING TARGETS: KNOWLEDGE & SKILLS

Knowledge	Skills
<b>Students will know . . . . . (Acquired Knowledge)</b>	<b>Students can do . . . . . (Acquired Skill)</b>
How to generate ideas	Brainstorm & plan independently and with a group
	Know how to use or research for resources to find inspiration

### EVIDENCE OF LEARNING & ASSESSMENT

Name of Assessment	Type (formative, summative, project-based, diagnostic)	Description
Completed Sketchbook	Project-Based	This will be a completed mini sketchbook that can provide evidence of a completed art course for the senior symposium.

## Unit 2: What is Art & Why do we study it?

### HS Art Boot Camp

#### UNIT OVERVIEW

Learners will explore a variety of "Art Puzzles" in order to define and make personal judgements about art.

#### STANDARDS/EXPECTATIONS

##### National Core Arts - High School Proficient - Visual Arts

VA:Pr5.1.HSI

VA:Pr6.1.HSI

VA:Re7.1.HSI

#### BIG IDEAS

##### Big Ideas

- What is Art?
- What is an artist?
- Can it be art if it was not made by an artist?
- What is the value of art?
- Does art have to be beautiful to be considered art?
- Are a child's drawings art?
- Can something be art that wasn't intended to be art?

#### ESSENTIAL QUESTIONS

##### Essential Questions

- What is aesthetics?
- How does making art enrich people's lives?
- What aesthetic criteria might artists use in selecting artworks for presentation?
- How can viewers interpret artworks through the process of art criticism?

## Unit 2: What is Art & Why do we study it?

### HS Art Boot Camp

#### LEARNING TARGETS: KNOWLEDGE & SKILLS

Knowledge	Skills
<b>Students will know . . . . (Acquired Knowledge)</b>	<b>Students can do . . . . (Acquired Skill)</b>
Students will know and gain an awareness that art is a broad topic and includes more than just art in a museum	They will be able to confidently discuss their opinions about art using appropriate art vocabulary.
Art is subjective	Students will be able to recognize a variety of view points on "what is art".

#### EVIDENCE OF LEARNING & ASSESSMENT

Name of Assessment	Type (formative, summative, project-based, diagnostic)	Description
Sketchbook Entry	project-based	Personal Definition of Art
Reflection Responses	formative	Art Puzzle, Art Curator Curriculum

# Unit 3: Drawing & Dry Media Boot Camp

## HS Art Boot Camp

### UNIT OVERVIEW

This unit is intended to work as an introduction to various dry media in the art room. After completing this unit, students go on to work more confidently in a TAB/Choice environment. This unit allows students to create original compositions reviewing the Elements of Art & Principles of Design, practice life drawings to apply proportion, perspective, and pencil value, as well as experiment and practice with five major dry media. Both practice/skill development and a final artwork is achieved with this unit. Progress checks can be made in person, through Google Classroom.

### STANDARDS/EXPECTATIONS

#### Pennsylvania - Grade 9-12 - Arts and Humanities

9.1.12.A

9.1.12.B

9.1.12.C

9.1.12.G

9.1.12.H

### BIG IDEAS

#### Big Ideas

- Apply concepts of elements & principles in original compositions
- Students will explore a variety of dry media tools & techniques

### ESSENTIAL QUESTIONS

#### Essential Questions

- How can artists generate artistic ideas to produce works of art?
- How can artists improve upon and complete their artwork?
- How can artists establish and elaborate upon artistic ideas and works of art?

# Unit 3: Drawing & Dry Media Boot Camp

## HS Art Boot Camp

### LEARNING TARGETS: KNOWLEDGE & SKILLS

Knowledge	Skills
<b>Students will know . . . . (Acquired Knowledge)</b>	<b>Students can do . . . . (Acquired Skill)</b>
How to apply value	Practice observational drawing skills of still life objects and apply highlight, mid tone, and shadow to achieve the element of value.
How to make informed choices from a variety of dry media tools in order to create an artwork	Practice and apply techniques related to pencil, colored pencil, Copic marker, collage, pastel, and stippling apply the design process to establish original compositions

### EVIDENCE OF LEARNING & ASSESSMENT

Name of Assessment	Type (formative, summative, project-based, diagnostic)	Description
Dry Media Boot Camp Rubric	Project-Based	
Reflection Questions	summative	

### ATTACHMENTS

 Dry\_Media\_Bootcamp\_Scope\_Sequence\_Rubric\_TEACHER.pdf

# Unit 4: Painting Boot Camp

## HS Art Boot Camp

### UNIT OVERVIEW

This unit is intended to work as an introduction to various paint media and techniques in the art room. After completing this unit, students go on to work more confidently in a TAB/Choice environment. This unit allows students to create original compositions reviewing the Elements of Art & Principles of Design, with emphasis on understanding and demonstrating watercolor properties, acrylic properties, and current, contemporary trends in painting. Both practice/skill development and a final artwork is achieved with this unit. Progress checks can be made in person, through Google Classroom.

### STANDARDS/EXPECTATIONS

#### National Core Arts - High School Proficient - Visual Arts

VA:Cr1.1.HSI

VA:Cr1.2.HSI

VA:Cr2.1.HSI

VA:Cn10.1.HSI

### BIG IDEAS

#### Big Ideas

- Watercolor Techniques
- Acrylic Techniques
- Contemporary Techniques

### ESSENTIAL QUESTIONS

#### Essential Questions

- How can artists generate artistic ideas to produce works of art?
- How can artists improve upon and complete their artwork?
- How can artists establish and elaborate upon artistic ideas and works of art?

# Unit 4: Painting Boot Camp

## HS Art Boot Camp

### LEARNING TARGETS: KNOWLEDGE & SKILLS

Knowledge	Skills
<b>Students will know . . . . . (Acquired Knowledge)</b>	<b>Students can do . . . . . (Acquired Skill)</b>
Watercolor paints are to be applied in a transparent format and layered to create value, and that they can produce a variety of textures and blending results	They can create and apply a variety of techniques including wash, graded wash/gradient, resists, masking, wet in wet, dry brush, salt, rubbing alcohol, blot/lift
Paint Brush Choice	They can choose an appropriate brush to control specific watercolor techniques
Acrylic Paint Techniques	Impasto, blending and variegated color, layer, sponge, masking, value scales (tints, tones, shades)
Contemporary Paint Techniques	Pour/fluid, pendulum painting, dish soap resist, splatter, spray, distressed

### EVIDENCE OF LEARNING & ASSESSMENT

Name of Assessment	Type (formative, summative, project-based, diagnostic)	Description
Sketchbook	project-based	Value; watercolor grid, acrylic scales
Watercolor Torn Paper Landscape Rubric	project-based	Lesson Plan attached in resource section with rubric.
Point of Impact Acrylic Rubric	project-based	
Contemporary Paint Artwork Rubric	project-based	

# Unit 5: Art History: Sculpture & Print Making Boot Camp

## HS Art Boot Camp

### UNIT OVERVIEW

In this unit the learning will stem from strong connections to Art History and build cultural understanding through sculptural and printmaking techniques.

### STANDARDS/EXPECTATIONS

#### National Core Arts - High School Proficient - Visual Arts

VA:Cn11.1.HSI

VA:Cn10.1.HSI

VA:Re7.2.HSI

VA:Pr6.1.HSI

VA:Cr3.1.HSI

VA:Cr2.2.HSI

VA:Cr2.1.HSI

### BIG IDEAS

#### Big Ideas

- Art History
  - Different Cultures/Group of people make art for different purposes
  - Recognizing several Art Masters
- Sculpture
  - Additive & Subtractive Technique
  - Sculptural Balance
  - Working in the Round
  - Aesthetic vs. Functional Pieces
- Print Making
  - Conveying a message and understanding different view points through artwork
  - Printing process
    - Single Layer Print
    - Layered Print
    - Variegated Print

### ESSENTIAL QUESTIONS

#### Essential Questions

- How are the values and beliefs of people reflected in their art?
- What is the function of the artwork?
- What is Art?

# Unit 5: Art History: Sculpture & Print Making Boot Camp

HS Art Boot Camp

LEARNING TARGETS: KNOWLEDGE & SKILLS

EVIDENCE OF LEARNING & ASSESSMENT