Mrs. Amanda Canganelli K-12 Art Educator <u>amandacanganelli@bellevue.k12.ia.us</u> Google Classroom Code:

Intro to Painting 1 and 2:

Course Description:

In this introductory course students will become familiar with and learn how to use the elements and principles of art, a variety of materials, processes and techniques. This art course focuses on 2 dimensional media. Students will continue to explore the elements and principles of art, current and past practicing artists, technique, and concept as it pertains to art making. A variety of 2 dimensional media will be explored including but not limited to, pencil, acrylics, watercolors, and oils. Students should anticipate a studio-based art class which may include creative problem solving, sketchbook studies, production of artwork, critiques, self-evaluation, reading, note taking, tests, and quizzes. Also introduced in the class are historical and contemporary trends in art, which are explored through visual examples.

National Arts Anchor Standards:

Creating

Anchor Standard 1: Generate and conceptualize artistic ideas and work.

Anchor Standard 2: Organize and develop artistic ideas and work.

Anchor Standard 3: Refine and complete artistic work.

• Presenting

Anchor Standard 4: Select, analyze, and interpret artistic work for presentation.

Anchor Standard 5: Develop and refine artistic techniques and work for presentation.

Anchor Standard 6: Convey meaning through the presentation of artistic work.

• Responding

Anchor Standard 7: Perceive and analyze artistic work.

Anchor Standard 8: Interpret intent and meaning in artistic work.

Anchor Standard 9: Synthesize and relate knowledge and personal experiences to make art.

Connecting

Anchor Standard 10: Synthesize and relate knowledge and personal experiences to make art.

Anchor Standard 11: Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.

Assessments:

Formative assessments will include unit pretests, observations of student progress, formal and informal conferences/discussions with students, checklists, studies, notes, handouts, quizzes, sketchbook journal, peer critiques, and student surveys. Summative assessments include rubrics that reflect the learning targets of culminating projects and semester final exam.

Expectations:

Respect, Responsibility & Safety

Failure to follow these expectations automatically disqualifies student participation. This may affect the student's overall grade.

3 Strikes=9th Block

Strikes are given for any appropriate behavior which includes cussing, bulling, and any interfering with learning. Once you get 3 strikes in a class you receive a 15 minute 9th block. Continued strikes will add 15 minutes or more onto your 9th block time. Any further questions please see me.

Late Work:

If you are absent, it is your responsibility to contact the teacher upon returning from an absence to retrieve all missing work and to schedule time to make up assignments.

Classroom Expectations:

Please take your seats at the beginning of class. NO CELL PHONES OUT DURING CLASS TIME!

If you are late to class you will be counted tardy/absent. Please get a pass.

Bring a pencil, sketchbook and eraser to every class.

Communication Plan:

Grades and due dates will be available for viewing in JMC. Due dates are subject to change. Grades are updated as project and rubrics are completed. Late work will be graded and updated based on teacher's availability or next opportunity to grade. If you have any questions please feel free to contact me via email or phone.

Grading Weights: Grading Scale:

Process = 30%		100 = A+
٠	Class Activities	92 = A
		90 = A-
Content = 70%		88 = B+
٠	Test	82 = B
		80 = B-
٠	Projects	78 = C+
		72 = C
		70 = C-
		68 = D+
		62 = D
		60 = D-
		50 = F

When students are absent, they are accountable for turning in assignments the next day they return to class. If the work is not made up within three days, based on the number of days absent, the work will be counted as a zero and students will need to serve time to turn it in to get some points.