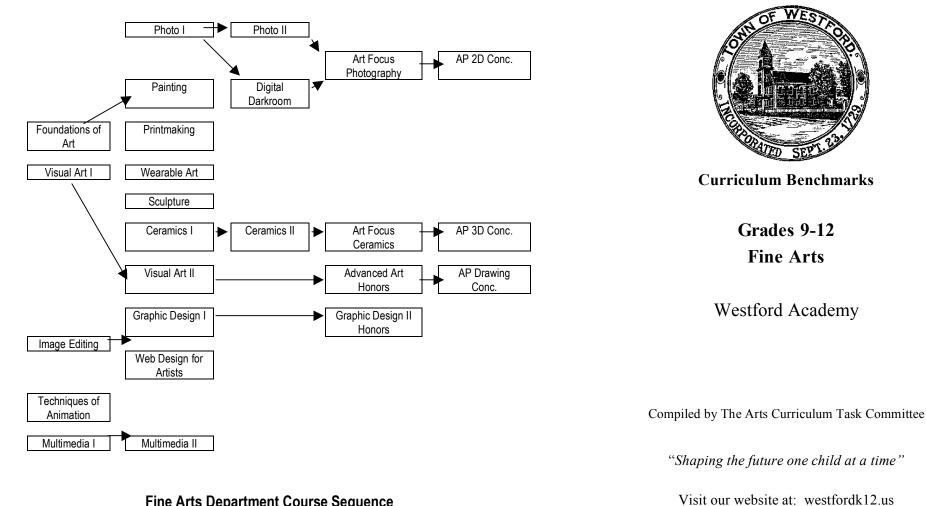
WESTFORD PUBLIC SCHOOLS



Fine Arts Department Course Sequence

Updated April 2011

Visual Arts education inspires students to perceive and shape the visual, spatial, and aesthetic characteristics of the world around them. Using a variety of ways to explore, learn, and communicate, students develop their capacity for imaginative and reflective thinking.

Full Year Course Offerings

Visual Art I

- Build fundamental drawing and painting skills, and explore printmaking, mixed media, and sculpture
- Learn to interpret and discuss works of art

Visual Art II

- Continue developing skills in drawing, painting, mixed media, and sculpture
- Gain an understanding of personal expression and visual communication
- Reinforce ideas of aesthetics, art criticism, and art history

Advanced Art Honors

- Gain greater proficiency with a broad range of art media
- Begin to employ the elements and principles of design in making artwork that expresses personal points of view and metaphorical thinking
- Develop a competitive portfolio for college admissions

Advanced Placement Studio Art

(Drawing, Two- and Three- Dimensional Design Portfolio Concentration)

- Produce a highly structured portfolio based on the AP College Board model
- Create a series of artwork inspired by the choices and ideas of the artist
- Analyze personal and peer artwork through critical response

Graphic Design I

- Explore type, image, color, contrast, and concept development in design
- Utilize Adobe Creative Suites software program
- Explore design's important role in the world of business marketing

Graphic Design II Honors

- Gain proficiency with powerful visual graphic communication and presentation skills
- Develop a competitive portfolio for college admissions

Web Design for Artists

- Investigate a variety of website design layouts to build dynamic creative websites
- Use Dreamweaver, Fireworks, and Flash

Multi Media I

- Learn the basic techniques of video/digital editing using Final Cut Pro and Adobe After Effects
- Explore the use of still and video digital cameras in movie making

Techniques of Animation

• Explore the fundamentals of computer generated 3D modeling and animation using Flash

Semester Course Offerings

Foundations of Art

- Build fundamental drawing and painting skills, and explore printmaking and mixed media
- Explore art from a historical and critical perspective

Photography I

- Explore conceptual and practical aspects of traditional (non-digital) photography
- Learn fundamentals of black and white photography and basic darkroom techniques

Photography II

- Refine black and white photography skills
- Explore alternative photographic processes and develop a personal style

Digital Darkroom

• Learn the fundamentals of digital scanning, digital capture, and image manipulation

Painting

- Learn fundamental painting techniques and procedures
- Use painting as a means of self expression
- Explore paintings from a historical perspective

Printmaking

- Explore printmaking processes such as monotype, etching, collograph, and linoleum block
- Analyze prints from around the world

Sculpture

- Explore a variety of three-dimensional materials
- Learn to interpret and discuss sculptural works

Wearable Art

- Create sophisticated works of personal adornment and attire
- Investigate the personal adornment of world cultures

Ceramics I

- Build fundamental skills in a variety of handbuilding processes
- Explore the rich history of ceramic arts

Ceramics II

- Gain proficiency in hand-building skills
- Learn the process of wheel-throwing
- Take inspiration from ceramic history and develop a personal style

Art History

- Study works of art and artists from cultures throughout time
- Become proficient at describing and analyzing works of art

Art Focus

Prerequisite: grade of 90 or above in levels I and II and permission of instructor

- Create a portfolio of student-driven work
- Exhibit exceptional design and craftsmanship