***2D ART& DESIGN I***

Overview: The course is designed for the beginning art student and is project-based. The only needed attribute from the student for this course is the desire to learn about the visual arts. Basic, fundamental two-dimensional skills will be taught under the umbrella of creativity, imagination, and originality. Three-dimensional skills will also be included at various times, with the purpose being to add to the artistic vision of the student. The format will follow a process-oriented model, with units stemming from the elements of design.

The What: Students will experience a variety of artists and artistic genre. Research of various artist’s works while learning to model styles and media will be involved. *Sketchbooks* will be a large part of the student’s imaginative discovery methods, serving as the “text” for the course.

The How: The media used will include 2 dimensional graphite pencil, charcoal, colored pencil, marker, pen, oil pastel, chalk pastel, crayon, watercolor, acrylic paint, and tempera paint, along with 3 dimensional plaster cloth, clay, cardboard, plastics, and wire.

The Course: The course content will follow a daily routine of 1) *Bell Ringer Activity* (usually done in the sketchbook), 2) *Project work*, to include demonstration and individual attention toward developing individual skills, and 3) *Wrap up Activity*, clean up of materials and working to bring clarity to the day’s work through a written evaluation. Peer reviews will be done of completed work, as well as self-reflection of the work.