***2D ART & DESIGN II***

Overview: The course is designed to be the progression from 2D ART & DESIGN I. Having secured a basic knowledge of the elements of design and how to use them, develop them, and create them into design, the level II student will work under the umbrella of *composition* using the principles of design. These principles will be introduced individually and then used in combination through project works. Creative thinking, individual style, and individual strengths with different media will play roles in moving toward each student discovering his/her various strengths and style.

The What: The ***process*** of producing visual art is the foundational “big rock” of this course. The student will be introduced to a 5 step method of solving art problems, including personal and peer interaction, research, discovery, review, and evaluation. *Sketchbooks* play a major role in the discovery process and will be treated as the student’s primary resource for project work. More than drawing, the sketchbook will contain thought processes, written notes, cross sections of ideas, cut-n-paste methodology, and evaluative tools.

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

\*note: the 3D parts of this course will only be involved if no 3D ART & DESIGN course is offered