

Art

The Anne Arundel County High School visual arts program is designed to offer all students personal enrichment as well as provide a high quality, sequential program of studies for students who are planning an art or art-related career. Art courses offer opportunities to learn, explore, and concentrate on the visual art concepts while including activities in all major areas of art. The inquiry-based curriculum fosters the creative potential in each student. Critical thinking and expression of ideas in art forms will help students to appreciate the value of art in meeting 21st Century challenges, relate art to life, social and community issues. All art courses are offered on an elective basis.

Design elements and principles will be stressed along with two- and three-dimensional activities — painting, drawing, printmaking, sculpting, photography, and mixed media — at all levels. Many materials, tools and processes are used to make art so that students will: develop a knowledge of design as the basis for art work; identify design qualities in natural and man-made forms; apply skills while making art objects; judge art qualities; develop a knowledge of how to use materials, tools and techniques; and become familiar with the important role of art in the history of humankind.

Fine Arts Graduation Requirement — 1 Credit

Courses that meet the Fine Arts requirement can be found in the Art, Dance, English and Music program sections.

G19 | Foundations of Studio Art 0.5sem

This course provides the foundation for the visual arts high school program of study. Students will experience a variety of media and processes while exploring two and three dimensional art problems in drawing, painting, printmaking, sculpture and mixed media. Critical and creative thinking skills will be integrated into all studio experiences.

05154/0100

G30 | Drawing for Fashion 1 0.5sem

The course will prepare students for further study in the area of fashion design, fashion illustration, textile design, and marketing while developing an understanding of the connection between design and drawing. Students will produce individual sketchbooks/breadth of their media experience, design concepts related to fashion design, and their growth in the drawing of the human figure. Students will be exposed to varied aspects of the fashion industry, including fashion design and related career opportunities.

Recommended: *Foundations of Studio Art*

05156/0100

G31 | Drawing for Fashion 2 0.5sem

The student will explore more advanced aspects of fashion illustration, fashion design, textile design, and marketing using visual arts media. Students will expand development of sketchbooks and portfolios related to fashion design and the drawing of the human figure. The resulting portfolio will show evidence of personal development

through studio work, outside experiences, and sketchbook/journals. Students will be encouraged to make artistic choices that have been influenced by outstanding fashion designers leading to an individual style based on personal aesthetic criteria.

Prerequisites: *Drawing for Fashion 1*

05156/0100

G35 | Photo & Digital Processes 1 0.5sem

Photography and Digital Processes 1 is the introductory class for the study of photographic processes. Use of the digital camera/device and/or analog camera and the manipulation of student generated images on the computer will serve as a basis for exploring various media. The class is structured around creating photographic or digital imaging emphasizing visual arts principles. It will introduce the student to the principles of contemporary media as a verbal and visual means of communication in today's society. Students will be challenged to solve art problems by studying the work of master photographers and digital artists. A sketchbook/journal will serve as a resource for technical information, processes, idea generation, and written commentary.

Prerequisites: *Foundations of Studio Art*

DUAL 05162/0100

G36 | Photo & Digital Processes 2 0.5/sem

Photography and Digital Processes 2 courses builds upon skills, concepts, and techniques developed in Photography and Digital Processes 1. Through experimentation, observation, and teacher direction, students will be challenged to create expressive works influenced by master contemporary photographers, digital artists, and other career connections. Students will expand their repertoire of software, styles, and techniques. Student's original photographs serve as a source of ideas. All digital imaging should come from student generated artwork/ photography or family archival photographs. Further exploration of the Adobe Creative Suite is part of the photographic process of the course. The curriculum is aligned with the MD State Dept. of Education Essential Learner Outcomes while embedding 21st century skills.

05162/0100

G37 | Honors Photo & Digital Processes 3 0.5/sem

Photography and Digital Processes 3 builds upon skills, concepts, and techniques developed in Photography and Digital Processes 2. Students will solve different kinds of non-familiar problems in both conventional and innovative ways. Students will maintain a portfolio to include a concentration, and depth and breadth sections. Emphasis is placed on developing a personal vision and voice in their work. Students will continue to expand their repertoire of software, styles, and techniques as well as exploring other digital imaging devices. The curriculum is directly aligned with the MD State Dept. of Education Essential Learner Outcomes while embedding 21st century skills. Students will develop and demonstrate knowledge of content specific, academically based, and cross-curricular vocabulary and themes.

05162/0100

G45 | Studio 1: 2D Art 0.5sem

This course is the introductory course to two dimensional art processes: drawing, painting, printmaking, crafts and mixed-media. Students will be challenged to develop a personal style by creating expressive works of art based on a variety of artists, art movements, and techniques. A process portfolio and sketchbooks/journals will reflect personal aesthetic choices in the development of a body of work.

Prerequisites: *Foundations of Studio Art*

DUAL 05155/0100

G46 | Studio 2: 2D Art 0.5sem

In this course students will solve problems that focus on ways to approach two dimensional design. Activities will include painting and drawing from life, ways to represent the human figure from observation, portraiture, printmaking on and off the press and contemporary crafts. Emphasis is placed on creative problem solving, use of the sketchbook/journal and the influence of master artists and cultural exemplars.

Prerequisites: *Studio 1: 2D Art*

05155/0100

G47 | Honors Studio 3: 2D Art 0.5/sem

The emphasis of this course is on developing a body of related two-dimensional works (drawing, painting, printmaking, crafts, mixed media), based on a personal idea or theme. The resulting portfolio will show evidence of personal development through studio work, influences by master artists, outside experiences and sketchbook/journals.

Prerequisites: *Studio 2: 2D Art*

05155/0100

G48 | AP Studio Art 2D Design 0.5/sem

Students in this course develop their 2-D Design Portfolio according to the requirements of the College Board's Advanced Placement Program. Portfolios will be developed that demonstrate a concentration, breadth and quality. Students will be encouraged to submit a portfolio for Advanced Placement credit.

05171/0100

G55 | Studio 1: 3D Art 0.5sem

This course is the introductory course to three dimensional art processes: ceramics, sculpture, crafts and mixed-media. Through experimentation, observation and teacher direction, the student will be challenged to develop a personal style by creating expressive works of art based on a variety of artists, art movements and techniques. A process portfolio and sketchbooks/journals will reflect personal aesthetic choices in the development of a body of work.

Prerequisites: *Foundations of Studio Art*

DUAL 05158/0100

G56 | Studio 2: 3D Art 0.5sem

In this course students will solve problems and focus on three-dimensional art forms. Design solutions are explored in sculpture, contemporary crafts and ceramics in traditional and non-traditional ways. The sketchbook/journal issued for recording ideas, influences from master artists and cultural exemplars, working out solutions to problems, and reflecting on results.

Prerequisites: *Studio 1: 3D Art*

DUAL 05158/0100

G57 | Honors Studio 3: 3D Art 0.5/sem

The emphasis of this course is on developing a body of related three-dimensional works (ceramics, sculpture, crafts, mixed media) based on a personal idea or theme. The resulting portfolio will show evidence of personal development through studio work, outside experiences and sketchbook/journals. Students will be encouraged to make artistic choices that have been influenced by master artists leading to an individual style based on personal aesthetic criteria.

Prerequisites: *Studio 2: 3D Art*

DUAL 05158/0100

G637 | Honors Art Portfolio Development & Studio Practices 0.5/sem

This course is designed for students who have received continuous instruction in visual arts. This course offers a creative environment which is structured to facilitate students as they continue working in the arts and are preparing to enter colleges and art schools. Through the assembly of a portfolio, students examine a body of work created through creative problem solving that includes personal aesthetic choices and variety of media. Students' analysis skills are developed through critiques, as they articulate the aesthetic characteristics and meaning of personal, peer, and master artworks.

Prerequisite: *Foundations of Studio Art*

05170/0100

G58 | AP Studio Art 3D Design 0.5/sem

Students in this course develop their 3-D Design Portfolio according to the requirements of the College Board's Advanced Placement Program. Portfolios will be developed that demonstrate a concentration, breadth and quality. Students will be encouraged to submit a portfolio for Advanced Placement credit.

05171/0100

G61 | AP Studio Art Drawing 0.5/sem

The AP Studio Art Program is designed for highly motivated students who are seriously interested in the study of art. Portfolios will be developed that demonstrate a concentration, breadth and quality. Students will be encouraged to submit a portfolio for Advanced Placement credit.

05172/0100

G62 | AP Art History 0.5/sem

This college level course involves the study of art history from prehistoric times to the present day. The content of the course will allow students to be able to analyze elements of artwork, become familiar with media and techniques or art production and the ability to recognize and identify periods and styles. Additionally, analytical comparative essays will explore themes, styles and purposes of art. This course culminates in the Advanced Placement Art History test to earn college credit.

Prerequisites: *Foundations of Studio Art*

05153/0100

G626 | Seminar: AP Art History 0.5/sem

Seminar: AP Art History provides students with the assistance they need to successfully complete their coursework.

Prerequisites: *Concurrent enrollment in AP Art History*

22005/2000

G87 | Department Aide—Art No credit

Fine and Performing Arts Aide courses offer students the opportunity to assist instructors in preparing and organizing course curricula. Students may provide tutorial or instructional assistance to other students.

05995/2000