

# DESIGN FUNDAMENTALS

## Course Directives

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Room 552

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Prerequisite: None

## INTRODUCTION

You can become an artist...you don't have to be born an artist. Artists simply know how to implement artistic principles with ability that has been developed through practice, and techniques for unleashing their creativity. This semester, students will engage in activities and projects that will encourage the growth of these areas in their own artistic development.

## COURSE DESCRIPTION

Design Fundamentals is a basic, entry-level class in the Art Department. Admission to all other classes in the art curriculum is related to successful completion of this course. This class serves the needs of two distinct groups of students: those who wish to fulfill a Fine Arts credit and intend no further involvement in the program, and those who plan continued study in art. The needs of both groups are considered when implementing the curriculum.

## COURSE OBJECTIVES

Upon completion of this class, a student should be able to:

- Use the Art Elements and Principles of Design for developing visual solutions to creative problems.
- Appreciate his/her artistic heritage and to understand the relationship between world events and the creation of art.
- Apply the components of critical thinking when evaluating works of art.
- Communicate personal responses based on his/her values, philosophies and knowledge.
- Identify vocational and avocational opportunities in art.
- Incorporate current available technologies, which are appropriate and necessary to creative expression and aesthetic growth.

Art Elements: Line, Shape, Form, Color, Value, Texture, Space.

Principles of Design: Balance, Unity, Proportion, Rhythm, Emphasis, Variety, Movement.

## ASSESSMENT

Final grades will be determined from achievement on major projects, sketchbook activities, reflections and critiques. Major projects will be presented through lectures, demonstrations, handouts, and class discussions. **Effort is an important part of the learning process, but it is not what grades are based upon. Often effort correlates with achievement, but by itself, effort is not the determining factor.**

All graded materials will receive scores based on the following scale:

A grade of **4** is representative of **excellent** work, which meets all objectives at a high level.

A grade of **3** represents **proficient** use of concepts, which are strongly demonstrated.

A grade of **2** reflects **adequate** work by the student.

A grade of **1** is evidenced by **insufficient** work.

A grade of **0** is unacceptable or incomplete.

Design Fundamentals work will be weighted as follows:

75% - Major Projects

15% - Classwork (sketchbook activities, critiques and reflections)

10% - Final Project

To complete the requirements of the class successfully, all work must be turned in. In most instances, a grade of 2 or higher may be earned by finishing every assignment. It is hoped and assumed all students will set their expectations much higher. Written work will be monitored for spelling, grammar, and legibility. Thoughts should be expressed in complete sentence form.

## **COMPONENTS OF ACHIEVEMENT/EVALUATION**

As mentioned above, major projects, sketchbook activities, reflections, critiques, and quizzes will be used to determine progress. Policies concerning those items are as follows.

- **Major Projects:** The department understands all students work at different paces. Usually, Design Fundamentals students are not penalized for this. However, it is the student's responsibility to adjust his/her schedule to meet deadlines or adjusted time limits assigned by the teacher. Under no circumstance should work, which is not completed by a due date, be allowed to go unfinished. The student severely compromises his/her abilities and expectations when he/she rushes to finish one or more projects at the end of a grading period. Consequently, this will not be allowed. Presentation is not to be underestimated in the overall project grade. A well-done project, which has been folded, torn, or smudged, will lose some credit. Students are urged to take care of their work – finished or in progress. Lost work will need to be redone by the student at his/her expense. When a class project is returned with a less-than-expected grade, following a student/teacher conference, the student may continue to improve the project for increased credit.
- **Sketchbook Activities:** Small class projects, sketches, thumbnails, vocabulary, reflections and notes will all be part of the Design Fundamentals sketchbook. These activities will be graded for completion and overall quality.
- **Reflections:** At the conclusion of every major project, students will complete a written reflection to summarize what they have learned. As mentioned in Assessment, written work will be monitored for spelling, grammar, and legibility. Thoughts should be expressed in complete sentence form.
- **Critiques:** Students will engage in group critiques at the conclusion of selected major projects. Students are expected to present their work and discuss their technique, strengths and weaknesses. Students will also be expected to provide feedback to at least three of their peers in regards to their artwork during the critique. Teacher will encourage constructive

feedback using the PQP method – Praise, Question or Polish. Students must be engaged and respectful at all times during critiques.

- **Final Project:** The final project will be worth 10% of the overall grade and will be completed over several class periods at the end of the semester. More information about the final project will be discussed at a later date.

## LATE WORK

Major projects will have established due dates. Any work not turned in within a week of the due date will be put in the grade book as a 1 (see grading scale) until handed in, but no late penalty will be incurred. However, no late work will be accepted during the last two weeks of the semester.

## ATTENDANCE

The attendance policies outlined in the school handbook will be enforced. It is the student's responsibility to see the teacher upon their return of an absence to see what they've missed and to make arrangements to catch up.

## CLASSROOM EXPECTATIONS

A huge factor that will determine a student's success in this class will be their attitude. Artists have a passion that helps them continue to look for possibilities and focus on tedious tasks. The projects are designed to be challenging, but a positive attitude will produce the best outcome. Students need to always show respect for their projects as well as that of others and the supplies. Never mark or alter another student's project. Students should conserve art materials and use them for the completion of their art project.

Supplemental sketches, studies, and revisions may occupy a student's time before or after school hours. Students are encouraged and expected to take advantage of lab time during Tiger Paws, Thursday mornings (8:15-9:00) and before and after regular school hours. It is important for students to be ready to work each day. First, class begins when the bell starts ringing. Starting with the second week, detentions for tardies will be assigned. Students who are tardy should check in with the Tardy Tracker teacher in the hallway near the Library before coming to class. Students will be dismissed at the end of class after it is determined common areas such as the sinks, desktops, and the floor are clean. All students are expected to work on Design Fundamentals activities during class time. Work being done for another class (without permission) may result in the work being confiscated until after the school day.

Starting with our first major project, students will be expected to post daily updates to SeeSaw (a digital portfolio application/website) in the form of a photo. Students will be able to access SeeSaw and post images using their cellphones and/or the student computers in the classroom. This routine will allow the students and teacher to track progress on major projects throughout the semester. SeeSaw portfolios will also be shared with parents/guardians to be viewed as needed and during conferences.

**You may only use your cell phone or MP3 player to listen to music, with earphones, during studio work time. No texting, watching videos, or playing games will be allowed. I will collect devices that are used inappropriately and return them at the end of class, or turn them into the office. Please be certain listening to these devices does not conflict with knowing what is going on in the classroom. You are expected to STOP listening when I talk with you about your work or during class instructions. Repeat incidents of**

**inappropriate phone use will result in an administrative referral. If someone (this includes your parent) needs to reach you with emergency information, he/she needs to contact the BVHS office (913-239-4800) and someone there will call or send a note to our classroom. Your parents SHOULD NOT attempt to contact you during class time. Neither should you contact them.**

Students should understand the policy on cheating as described in the student handbook as it applies to Design Fundamentals. A definition of cheating is also defined as a) allowing another student or person to complete a significant amount of your work and you claiming it as your own b) taking another person's work or idea and claiming it as your own.

## **CLASS MATERIALS**

Due to the variety of creative activities, which are included in the Design Fundamentals curriculum, students will use many types of tools and supplies. A collection of basic items (see below) will be provided by the department when fees (\$30.00) have been paid. These items may also include an assortment of pencils, charcoal, pens and inks, drawing and painting instruments and surfaces. Other materials may be distributed as needed during the semester. Should a student lose or deplete his/her supplies, he/she will be expected to purchase replacements. It is the responsibility of the student to have all necessary materials every day. Students are reminded to keep all art materials stored in locked classroom lockers. Completed artwork may be retained by the art department until the end of the year in order to enter contests, present exhibits, or be displayed on the school's website. Students are urged to begin collecting personal art supplies for use in additional art classes.

Design Fundamentals materials may include many of the following items:

- 11 x 14 sketchbook
- Watercolor paper
- Drawing paper
- Soft and medium charcoal pencils
- Graphite pencils
- Soft rubber eraser
- Wire
- Printing block
- Sharpies
- Paint palette

While the Art Department of Blue Valley High School does not endorse any particular source, additional supplies may be purchased at these local businesses as needed:

- Joann Fabric
- Blick Art Materials (Plaza and online)