

VISUAL ARTS DEPARTMENT

Department Contact Information

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The Department's Educational Philosophy

Art is essential in education. Students engage in art production, art history, art criticism and discussion of aesthetics to broaden their understanding of self and community, to place the arts in an historical and cultural context, and to experience the arts as a universal form of human expression and communication.

Guiding Principles

The art curriculum does the following:

- Emphasizes development of students' skills and understanding of creating and responding.
- Teaches the language inherent in the four disciplines: art production, art history, art criticism, aesthetics.
- Enables students to apply both imagination and rational thinking to the making of art.
- Enables students to invent and explore multiple solutions to a problem.
- Enables students to understand the value of reflection and critical judgment in creative work.
- Promotes knowledge and understanding of the historical and cultural context of the arts – how world cultures have been influenced and shaped by the arts.
- Facilitates positive peer interaction, including receiving and using feedback.
- Encourages self-motivation to create and problem solve.
- Uses artistic literacy as a natural enhancement to learning in other content areas.
- Fosters positive attitudes toward art and opinions of other artists.
- Uses a variety of assessment methods to evaluate what students know and are able to do.
- Introduces career possibilities.

MIXED MEDIA STUDIO: COURSES #831 and #832

(May not be offered every year. Check the Program of Studies.)

MIXED MEDIA STUDIO: COURSES #831 and #832

Course Frequency: #832: Full-year course, twice a week for two hours after the regular school day
#831: Semester course, twice a week for two hours after the regular school day

Credits Offered: #832: Five
#831: Two and a half

Prerequisite: None

Background to the Curriculum

Mixed Media Studio was developed during the summer of 1995 to provide an opportunity for students to participate in the art program during after-school hours. Mixed Media Studio meets Tuesday and Thursday afternoons from 2:30 until 4:30 and may be taken as a semester or full-year course. The course meets the following Massachusetts Frameworks Standards: 1 (Methods, Materials, and Techniques), 2 (Elements and Principles of Design), 3 (Expression), 4 (Drafting, Devising and Exhibiting), 5 (Critical Response), 6 (Purposes of the Arts), 8 (Concepts of Style, Stylistic Influence and Stylistic Change), 9 (Inventions, Technologies and the Arts).

Core Topics/Questions/Concepts/Skills

Mixed Media Studio is designed to introduce students to a variety of media and related techniques that will be studied in depth. Students learn subtractive sculpture technique to carve stone or wood, copper foil technique to produce a stained glass panel, both wheel and handbuilding techniques to create pottery pieces, and intaglio techniques in wood or linoleum to develop an understanding of printmaking as an art. The four areas studied are presented in a step-by-step format with the focus on development of techniques and skills in each media.

Course-End Learning Objectives

<u>Learning objectives</u>	<u>Corresponding state standards, where applicable</u>
<p>1] To demonstrate an understanding of and ability to create mass (solid dense unit) using the subtractive (carving) technique. (Henry Moore, Jean Hans Arp, Brancusi)</p>	<p>1.9 Demonstrate ability to create 2-D and 3-D works. 1.13 Make reasonable choices of 2-D and 3-D media, materials, tools, techniques. 2.13 Use color, line, texture, shape, and form in 2-D and 3-D works. 2.17 Create artwork that demonstrates facility in selective use of elements and principles. 3.10 Create 2-D & 3-D images that are original and convey a distinct point of view. 4.9 Demonstrate the ability to conceptualize, organize and complete long-term projects. 4.10 Demonstrate ability to develop an idea through multiple stages. 6.6 Demonstrate and analyze examples of art forms that integrate practical function with aesthetic concerns.</p>
<p>2] To demonstrate an understanding of and ability to create a stained glass panel using the copper foil technique. (Frank Lloyd Wright, Tiffany, John LaFarge)</p>	<p>1.9 Demonstrate ability to create 2-D and 3-D works. 1.13 Make reasonable choices of 2-D and 3-D media, materials, tools, techniques. 2.13 Use color, line, texture, shape, and form in 2-D and 3-D works. 2.17 Create artwork that demonstrates facility in selective use of elements and principles. 3.10 Create 2-D and 3-D images that are original and convey a distinct point of view. 4.9 Demonstrate the ability to conceptualize, organize and complete long-term projects. 4.10 Demonstrate ability to develop an idea through multiple stages. 6.6 Demonstrate and analyze examples of art forms that integrate practical function with aesthetic concerns.</p>

<p>3] To demonstrate an understanding of and skill in using the four major techniques of handbuilding with clay and the potter's wheel. (Joaquim Chavarria, Leon I. Nigrosh, Maria Martinez)</p>	<ul style="list-style-type: none"> 1.9 Demonstrate ability to create 2-D and 3-D works. 1.13 Make reasonable choices of 2-D and 3-D media, materials, tools, techniques. 2.13 Use color, line, texture, shape, and form in 2-D and 3-D works. 2.17 Create artwork that demonstrates facility in selective use of elements and principles. 3.10 Create 2-D and 3-D images that are original and convey a distinct point of view. 4.9 Demonstrate the ability to conceptualize, organize and complete long-term projects. 4.10 Demonstrate ability to develop an idea through multiple stages. 6.6 Demonstrate and analyze examples of art forms that integrate practical function with aesthetic concerns.
<p>4] To demonstrate an understanding of and skill in a variety of printmaking techniques, such as mono prints, stamping, rubbings, lino and woodcuts. (Chuck Close, Paul Gaigin, Frank Stella)</p>	<ul style="list-style-type: none"> 1.9 Demonstrate ability to create 2-D and 3-D works. 1.13 Make reasonable choices of 2-D and 3-D media, materials, tools, techniques. 2.13 Use color, line, texture, shape, and form in 2-D and 3-D works. 2.17 Create artwork that demonstrates facility in selective use of elements and principles. 3.10 Create 2-D and 3-D images that are original and convey a distinct point of view. 4.9 Demonstrate the ability to conceptualize, organize and complete long-term projects. 4.10 Demonstrate ability to develop an idea through multiple stages. 6.6 Demonstrate and analyze examples of art forms that integrate practical function with aesthetic concerns.

<p>5] To demonstrate proper care and use of tools, materials and safety equipment.</p>	<p>1.12 Describe and apply procedures to ensure safety and proper maintenance.</p> <p>1.14 Demonstrate mastery of tools and techniques in one medium.</p>
<p>6] To learn how to critique and evaluate personal works and those of others.</p>	<p>5.10 Critique own work, work of peers, works of professionals.</p>

Assessment

Each unit of study is evaluated by the students and their peers through group oral critiques and individual written evaluation forms.

Technology Learning Objectives Addressed in This Course

(This section is for faculty and administrative reference; students and parents may disregard.)

<p><u>Course activity: skills and/or topics taught</u></p>	<p><u>Standard(s) addressed through this activity</u></p>

Materials and Resources

A variety of books, slides, videos, and actual works of art are used as resources to introduce concepts and skills.

A wide range of media are explored, such as clay, stone, paints, colored pencil, stained glass, three different clay bodies, under and over glazes, printing media, linoleum, wood panels, printing inks.