

# **Art 9 2D**

#### **RCAS Policies/Procedures:**

Students will be required to follow all RCAS policies and procedures. To view the RCAS High School Student Handbook, click handbook.

### **Course Description:**

Students are introduced to design and composition with emphasis on the 2-dimensional format. Students are exposed to the basic fundamentals, vocabulary, tools, and a variety of media through drawing, painting, and mixed media. Students will be introduced to examples of artists' works and their ideas to serve as a source of inspiration and interpretations.

### **Textbook:**

**Creating & Understanding Drawings** 

# **Required Resources:**

"Limited Choice" Resources: (students will be asked to choose at least one title from this list)

# **Student Choice:**

Will student be asked to choose additional reading material from the classroom or school library?

No

### **Essential Questions:**

- 1. How do the visual arts impact and document culture and society throughout time?
- 2. How does culture influence art and art influence culture?
- 3. How do you combine the Elements and Principles of Art to solve problems?
- 4. How do you apply elements and principles to composition?
- 5. How are intent and meaning conveyed and interpreted in visual art?
- 6. How do culture and experience influence artistic ideas?
- 7. How do you critique a piece of artwork?
- 8. What are some important arguments to consider while evaluating a piece of artwork?

### **Essential Learning Intentions:**

- Students will be able to define the Elements and Principles of Art and use them when creating 2D artworks.
- Students will demonstrate understanding of the vocabulary and terms associated with the various 2D art making processes by using them regularly when discussing, describing, and communicating about 2D artworks.
- Students will apply various techniques and processes used in 2D artmaking to demonstrate my understanding of them.
- Students will communicate personal ideas, experiences, and/or emotions through the creative processes of 2D artmaking.