

Art 115 - Drawing I/Key Assignments Student Learning Outcomes

Proficiency Levels*	Key Assignments	Student Learning Outcomes/SLOs Students will be able to:
*I - Initial, E- Emerging, D - Developed, HD - Highly Developed		
I	<p>Make the <b>"Best"</b> drawing you can of the still life. Write down what you consider to be characteristics of a good drawing.</p> <p>Make the <b>"Worst"</b> drawing you can of the still life. Write down what you consider to be characteristics of a bad drawing.</p>	<p>Examine their own preconceptions about evaluating artworks.</p> <p>Articulate the difference between objective/realistic drawings and subjective/ gestural/expressionistic drawings.</p>
E	<p><b>Objective Drawing:</b> Pictorial Space, Picture Plane, Picture Frame, Linear Perspective, and Portraiture.</p>	<p>Demonstrate design terminology and concepts of pictorial space and linear perspective in an objective drawing.</p> <p>Use viewfinders, pencils, and rulers to "sight measure" perspective angles and proportions of rectilinear forms in real space.</p> <p>Draw simple and complex rectilinear objects, correctly using linear perspective, creating pictorial space on a two-dimensional surface.</p>
E/D	<p><b>Composition:</b> The Visual Elements and Principles of Design</p>	<p>Make and use preliminary sketches to work out the compositions for larger, finished drawings.</p> <p>Make drawings that demonstrate their skillful use of the art elements and the principles of design and composition.</p>
E/D	<p><b>Subjective Drawing:</b> Gestural Drawing, Factice (the handmade quality, the signs of process), Pochade (rapidly made sketch), Line Quality.</p>	<p>Create gestural drawings that focus on positive/ negative shapes.</p> <p>Make gestural drawings that focus on the contours of objects and other visual pathways.</p> <p>Make gestural drawings that focus on a variety of different line types and line quality: scribbled, continuous, mass, organizational, topographical, schematic, mechanical, structural, lyrical, constricted, aggressive, calligraphic, implied, blurred, broken, whimsical.</p> <p>Make gestural drawings that focus on the characteristics of different media: charcoal, graphite, ink.</p>

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<p><b>D</b></p>	<p><b>Objective</b> drawing using value &amp;/or color in a still-life or architecture as subject matter <b>Subjective</b> drawing using value &amp;/or color in a still-life, architecture, or non-objective imagery as subject matter. <b>Write:</b> What do you consider to be characteristics of a good drawing?</p>	<p>Re-examine their criteria for evaluating artworks. Create objective and subjective drawings using basic drawing media, tools, and techniques. Employ the art elements and design principles in the creation of visually engaging drawings, done in a variety of media such as graphite, charcoal, pastel, and ink.</p>
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