

PAINTING - DOERRER

Course Syllabus & Expectations

COURSE DESCRIPTION

Painting is a year - long visual art course where students will explore and experience a variety of painting techniques, media, and historical approaches to art. Painting is a problem-solving course dealing with the elements of art and principles of design. Through the use of the world outside the classroom, models, drawings, photographs, and imagination, students interpret and express the painter's world in a variety of materials including acrylic and tempera paint, watercolor, ink, paper and canvas as well as a variety of experimental media.

This course will provide a foundation in visual arts concepts with an emphasis on:

- cultivation of creativity and the art-making process
- self discovery: developing the student's individual and unique artistic voice
- the elements of art and principles of design

CLASS CONDUCT

1. Be on time: This means being seated with your supplies when the first bell rings. Because the majority of the work for this course will be done during class, you need to be on time and prepared to work. Students are expected to remain seated and working until dismissed.

2. Be Prepared: Be attentive and engaged in class. Be mentally prepared and alert.

3. Exercise Respect & Safety in the Classroom: This means respect of other students and their artwork, teachers, and the equipment/classroom. We share a studio space with other teachers and students and should be considerate of the materials, time, and space that we all use. Any behavior that disrupts the learning environment will not be tolerated. Consequences for lack of respect/being disruptive will be detention, additional assignments, lowering of studio performance grade or a referral. In addition, if you damage, lose or misuse any supplies or equipment you may be fined for the replacement or repair cost.

4. Responsibility: You are responsible for your growth as an artist. Use your studio time to explore, learn, play, be inspired, awaken your curiosity, draw, and paint, paint, PAINT!

POLICIES

ACADEMIC HONESTY POLICY

The Torrey Pines High School Academic Honesty Policy will be strictly enforced. All work must be your own: this includes the ideas/concepts as well as the actual production of the artwork. Artists are influenced by other artists and the world around them. If you use materials or ideas that are not your own, you must properly cite these sources (bibliography). If caught cheating -- using or "borrowing" someone else's work or imagery (whether it is another student's work or something from the web) -- you will receive a "0" on that assignment in addition to disciplinary action. (referral to assistant principal)

CELL PHONE AND IPOD/MP3 POLICY

Cell phones are to remain silent/off during class. If a cell phone is seen or heard you will be given one warning. On the second offense, the phone will be confiscated until the end of the period, or serve a class detention by discretion of the teacher. On the third offense the phone will be given to your assistant principal for disciplinary action.

iPOD's/Mp3 players may be used in class during INDIVIDUAL WORK TIME ONLY. They must be turned off and put away during instruction, class critiques, and group work. You may bring these devices to class AT YOUR OWN RISK. The teacher and school are not responsible for the safety of these devices.

ATTENDANCE AND TARDY POLICY

You are expected to be on time and ready to work when the bell rings. A tardy means arriving late to class, as well as wasting studio time at the beginning of the period. A Friday school will be assigned upon the 5th tardy.

The majority of this class and the assignments will be completed in class. Therefore, it is important for you to be in class. If you miss class, it is your responsibility to take care of missed assignments, notes, and studio time. Check the website and a friend for assignments. You may need to come in after school or at lunch to make-up missed studio time. Unexcused absences may have a negative effect on your studio performance grade.

GRADING POLICY

Evaluation of student work is based on the following criteria:

- development of skills/techniques and materials: painting skills, the elements of art, and the principles of design
- creativity/concepts/ideas: show original and complex thought
- craftsmanship and use of materials
- effort and participation

Grading of art will be based solely on the student and their individual performance. Students will not be compared to one another, but rather graded on their own desire to challenge themselves.

“A” work is outstanding and exceeds expectations. It demonstrates divergent/creative thought, excellent technique, is insightful, and communicates a strong, individual student voice.

“B” work is good. It demonstrates potential in technique and creativity.

“C” work meets and fulfills requirements.

“D” work may not meet requirements and lacks effort.

“F” work does not meet requirements.

Assignments/projects will be graded on a standard point scale. Your grade will comprise of approximately the following:

- 1) Studio Performance -20%
- 2) Sketchbook and Assignments -30%
- 3) Projects -40%
- 4) Tests/Quizzes -10%

LATE WORK

Turn your assignments in on time. I will accept late work, but will lower it 10% for each class meeting it is late. If you are absent, it is your responsibility to make-up your work. You may need to complete an assignment at home or come into class at lunch to make-up your work. If you are absent the day an assignment is due, you must submit the assignment the day you return. Unexcused absences will automatically receive the late penalty.

STUDIO PERFORMANCE

Daily participation during class (includes staying on task and committing all your effort to your art-making, abiding by classroom rules, keeping up with work, participating in class discussions and critiques...etc.) will be evaluated as STUDIO PERFORMANCE. This will count as 20% of each quarter grade. Unexcused absences will affect your studio grade negatively.

*On task means working on Painting assignments only. You may not work on other coursework during class.

SKETCHBOOK:

You will be required to work in a sketchbook so that you have a better understanding of thought processes involved in art, the value of putting ideas on paper and to use as an informal venue to create artwork. You will also be asked to do in-class prompts and activities, drawings, writings and take notes in your sketchbook. It will be checked periodically. If you are absent and miss a class prompt, it is your responsibility to make up that prompt when your return to class. An absence does not excuse you from a sketchbook prompt. **The sketchbook should be brought to school everyday.** You may purchase one (with unlined paper only) or you can make one out of the supplies in the classroom. You will also want a folder to keep class handouts etc. The Sketchbook/Journal is an integral part of this course and your grade. If you do not complete and turn in a sketchbook, it is not possible to receive a grade higher than a "C" in the course.

Research for major projects: Many of the projects in this class will require some research and gathering of background information that will happen in and outside of class.

Other: At various times throughout the semester, you may be asked to review an article about an artist, reflect upon artwork you have seen, or write a short art historical paper.

Please confirm that you have read, understand and agree to the above by signing the Google Form Digital Signature on my course website.

Parents may contact me by email: jennifer.doerrer@sduhsd.net. I teach in two different locations on campus, therefore email is the best way to contact me. I will respond to email within one working day.