



Drawing High School

1.0 Understand and apply visual arts media, techniques and processes.

- 1.1 Explore a wide variety of mark-making and paper mediums.
- 1.2 Use media and structure for its psychological content.
- 1.3 Conceive, evolve and form ideas through shaping and visual thinking.
- 1.4 Explore and articulate the recording function of the drawing arts.
- 1.5 Develop sensitivity by caring for and storing drawn art forms for presentation and an orderly studio environment across time.
- 1.6 Utilize drawing as a cognitive activity.
- 1.7 Develop an original drawing technique towards refinement.
- 1.8 Take risks through the deliberate violation of traditional methods and media in the drawing arts.
- 1.9 Explore environment in the production of an environmental drawing.
- 1.10 Discover and apply fundamentals of color and color interaction in an illustration drawing.
- 1.11 Generate a drawn image utilizing a stylist mouse pad and computer technologies.

2.0 Use knowledge of visual arts structures and functions.

- 2.1 Discover and utilize the language of the drawing arts.
- 2.2 Explore the cognitive, utilitarian and therapeutic functions of drawing.
- 2.3 Create a series of drawings that evolve and refine single formal content.
- 2.4 Utilize drawing as a necessary component in problem-solving.

3.0 Choose and evaluate a range of subject matter, symbols and ideas.

- 3.1 Distinguish between art subject and art content in drawn artforms.
- 3.2 Research past and present drawing subject, symbol and content.
- 3.3 Define drawing and its contemporary functions.
- 3.4 Originate ideas and develop them through a series of drawn artforms.
- 3.5 Create an original portfolio of drawn art forms that evidences an emerging original aesthetic.

4.0 Understand the visual arts in relation to history and culture.

4.1 Research the history and repertoire of the drawing arts.

4.2 Identify and articulate universal functions of drawing.

4.3 Utilize functions of drawing to apply contextual understanding to historical and cultural examples of drawing.

4.4 Discuss the effects of mass mediation on the drawing arts.

5.0 Reflect upon and assess the characteristics and merits of their work and the work of others.

5.1 Choose from a variety of materials and techniques to create specific communication and effect.

5.2 Create specific drawing experiences that both refine and introduce skills as a result of critical identification.

5.3 Critically evaluate a portfolio of drawn work for its aesthetic merit and its application of drawing functions.

5.4 Make objective and subjective statements in self and group classroom criticism.

6.0 Make connections between visual arts and other disciplines.

6.1 Discover, experience and articulate how drawing is a necessary component in other disciplines and fields.

6.2 Explore the educational and career opportunities that utilize drawing as a necessary skill/activity.

6.3 Solve a number of non-aesthetic and practical problems using drawing.