

Creative Arts

Creative Arts is a half-credit course designed for students who are interested in acquiring knowledge and skills in art production and design in the areas of culinary arts, fashion design, graphic design, industrial design, and interior design. Course content provides opportunities for students to explore ways to use materials and supplies safely, to produce artwork, to apply the elements and principles of design to works of art, to study cultural and historical time periods, and to become more aware of how art relates to their daily lives.

Career and technical student organizations are integral, cocurricular components of each career and technical education course. These organizations serve as a means to enhance classroom instruction while helping students develop leadership abilities, expand workplace-readiness skills, and broaden opportunities for personal and professional growth.

Produce

Students will:

1. Create original works of art from direct observation.
 - Organizing spatial relationships utilizing linear and atmospheric perspective
Examples: photo montage, furniture arrangement
 - Creating the illusion of three-dimensional forms through tonal rendering
Examples: sketching a floor plan, creating a diorama from a floor plan
 - Incorporating traditional categories of subject matter into original works of art
Examples: designing a patchwork quilt, creating a landscape design
2. Create original works of art using reflective ideas, personal experiences, and imaginary content.
Example: create a family or personal collage
3. Apply steps artists use in the production of art, including conceptualizing ideas and forms, refining ideas and forms, and reflecting on and evaluating both the process of production and the product.
4. Apply elements of art and principles of design to the production of two- and three-dimensional artwork.
Examples: two-dimensional—sketching clothing
three-dimensional—designing clothing
5. Demonstrate use of traditional, digital, and multimedia techniques to create works of art.
Examples: two-dimensional—creating an interior design or fashion design timeline, designing an advertisement for a food product
Three-dimensional—creating a cookbook, creating a window covering
digital—creating a video for prevention of at-risk behaviors
6. Incorporate various subjects, ideas, and symbols from daily life as subject matter for artwork in the appropriate design field.
Examples: designing fabric silhouettes, motifs, rubbings

7. Demonstrate safe and responsible handling of art materials, including cleanup, storage, and replenishment of supplies where applicable.
 - Identifying safety and environmental regulations

Respond

8. Describe personal, sensory, emotional, and intellectual responses to visual qualities of a work of art.
 - Examples: critiquing display windows, critiquing architectural and landscape designs
9. Evaluate selected works of art to determine effectiveness of organization.
 - Describing the subject matter, elements of art, principles of design, media, technique, and style used in selected works of art
 - Examples: presentation board, consumer advertising, designer line of clothes
 - Analyzing the formal organization of subject matter, elements of art, and principles of design in selected works of art to determine structural relationships
 - Interpreting expressive intentions and purposes in selected works of art
 - Examples: designing jewelry, creating a woven wall hanging
 - Describing the effectiveness of expressive and meaningful communication in selected works of art
 - Example: creating an advertisement for a product
 - Identifying aesthetic components and formal qualities in man-made and natural objects
 - Examples: comparing Paul Cézanne's *Astonishing Apples* painting to apples, comparing Paul Poiret's fashions to current lines of fashion
10. Compare works of art with functional and natural objects, aesthetic components, and formal qualities.
 - Examples: stylized lines in furniture; shapes and forms of appliances; shape, line, form, volume, and color of an apple

Understand

11. Utilize specialized terminology from art history, aesthetics, criticism, and production in discussions of works of art.
 - Defining visual arts terminology, including elements of art and principles of design
 - Describing intrinsic qualities of a work of art
 - Example: comparing handmade furniture to factor-made furniture

12. Describe historical themes, symbols, and styles associated with works of art from various cultures, times, and places, including major periods and movements.
 - Identifying the style associated with selected works of major artists
 - Examples: Frank Lloyd Wright—organic architecture
 - Ray Halston Frowick—pillbox hat
 - Ludwig Mies van der Rohe—Barcelona chair
 - Describing extrinsic context qualities of a work of art
 - Examples: optical color mixing theory—newspaper images, television resolution
 - Using digital processes or media to identify symbols and styles associated with works of art from various periods
 - Examples: using the Internet to view, collect, or find examples of art and architecture in fashion and interior design industries

Technology and Careers

13. Analyze ways technological and scientific advances in the arts and other disciplines, including humanities, sciences, and mathematics, determine the influence of the creation of artwork and products in an appropriate design field.
 - Example: silk screen prints
14. Utilize technology to create artwork and products in an appropriate design field.
15. Analyze careers to determine options and entrepreneurial opportunities related to the world of art, art design, and the appropriate design field.