

# 10th Grade American Online School

## ART CURRICULUM

### Creativity, Expression, and Appreciation

Version Feb/2025

## 1. Introduction

### The Role of Art Education in 10th Grade

Art education in 10<sup>th</sup> grade is essential for developing creativity, critical thinking, and visual literacy. Through this curriculum, students will explore fine arts, drawing, and practical arts, while also developing an appreciation for different art forms, techniques, and cultural influences.

By the end of this course, students will:

- ✓ Gain hands-on experience with different art techniques, including drawing, painting, and mixed media.
  - ✓ Develop an appreciation for art history and its influence on culture and society.
  - ✓ Understand the elements and principles of design in both traditional and digital art.
  - ✓ Explore personal expression through creative projects.
  - ✓ Learn about careers in the arts and how artistic skills apply to various fields.
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## 2. Core Competence Areas

### ART.1 Fine Arts and Artistic Expression

#### Learning Outcomes

By the end of this course, students will be able to:

- ✓ Understand the fundamental elements and principles of design.
- ✓ Create original works of art using various materials and techniques.
- ✓ Analyze and interpret artwork from different cultures and time periods.

#### Competencies

##### ART.1.A.1 – Understanding the elements and principles of design.

- Learn about line, shape, form, space, texture, color, and value.
- Explore balance, contrast, emphasis, movement, pattern, rhythm, and unity in composition.
- Understand how composition techniques influence visual storytelling.

##### ART.1.A.2 – Experimenting with different artistic media and techniques.

- Work with pencil, charcoal, ink, watercolor, acrylics, and mixed media.
- Develop techniques in shading, blending, perspective, and proportion.
- Explore digital art and how technology integrates with traditional fine arts.

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### ART.2 Art Appreciation and Historical Perspectives

#### Learning Outcomes

By the end of this unit, students will be able to:

- ✓ Analyze and appreciate artwork from different historical periods and cultures.
- ✓ Recognize influential artists and movements that shaped art history.
- ✓ Understand how art reflects cultural and social changes.

## Competencies

### **ART.2.A.1 – Exploring art history and cultural influences.**

- Study major art movements, including Renaissance, Baroque, Impressionism, Cubism, Surrealism, and Modernism.
- Learn about influential artists, such as Leonardo da Vinci, Van Gogh, Picasso, Frida Kahlo, and contemporary artists.
- Examine the role of art in cultural identity, activism, and storytelling.

### **ART.2.A.2 – Developing an appreciation for artistic expression.**

- Learn how to analyze artwork critically and express personal interpretations.
  - Understand how different cultures use art to communicate stories and beliefs.
  - Explore connections between art, music, literature, and other creative disciplines.
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## **ART.3 Drawing and Practical Art Skills**

### **Learning Outcomes**

By the end of this unit, students will be able to:

- ✓ **Improve drawing skills using observational and imaginative techniques.**
- ✓ **Apply artistic principles to create detailed and expressive drawings.**
- ✓ **Understand how practical arts apply to real-world industries.**

### **Competencies**

#### **ART.3.A.1 – Mastering fundamental drawing techniques.**

- Learn perspective, proportion, shading, and composition.
- Develop realistic and abstract drawing skills.
- Explore techniques such as cross-hatching, stippling, and contour drawing.

### **ART.3.A.2 – Applying art skills to practical and vocational fields.**

- Explore how art connects to graphic design, architecture, animation, and fashion.
  - Learn how to create concept art and storyboards.
  - Understand careers in illustration, photography, advertising, and interior design.
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## **3. Assessment and Evaluation**

### **Formative Assessments – Checking Progress Through Interactive Learning**

- ✓ Class critiques and peer feedback on student artwork.
- ✓ Sketchbook assignments to practice new techniques.
- ✓ Discussions on art history and artist influences.

### **Summative Assessments – Final Projects and Exams**

- ✓ Portfolio submission, showcasing student growth in fine arts.
- ✓ Written analysis of an artist or artwork, demonstrating critical thinking.
- ✓ Final creative project, allowing students to apply techniques learned throughout the course.

### **Authentic Assessment – Real-World Applications**

- ✓ Student-curated art exhibition, where students display and present their work.
  - ✓ Community mural or collaborative artwork, applying practical arts to a real-world setting.
  - ✓ Digital portfolio development, preparing students for art school or creative careers.
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## **4. Instructional Strategies for Online Learning**

### **Inquiry-Based and Problem-Based Learning**

- ✓ Virtual museum visits and online art critiques.
- ✓ Explorations of how art intersects with technology and social change.

## Project-Based Learning (PBL)

- ✓ Student-created digital art journals documenting their artistic progress.
- ✓ Group projects analyzing the role of art in historical events.

## Technology-Integrated Learning

- ✓ Digital drawing tools (e.g., Procreate, Adobe Illustrator) for creative expression.
- ✓ Online collaboration tools for peer critique and discussion.

