

11th Grade American Online School

ART CURRICULUM

Creative Expression and Artistic Development

Version Feb/2025

1. Introduction

The Role of Art Education in 11th Grade

Art education in 11th grade encourages creative expression, technical skill development, and an appreciation of fine arts. This curriculum introduces students to various artistic mediums, historical art movements, and real-world applications of art while fostering critical thinking and individual creativity.

By the end of this course, students will:

- ✓ Explore fine arts, including painting, sculpture, and mixed media.
- ✓ Develop technical drawing and design skills.
- ✓ Analyze famous artworks and artistic movements.
- ✓ Engage in practical arts, such as graphic design and crafts.
- ✓ Create a personal art portfolio showcasing their artistic growth.

2. Core Competence Areas

ART.1 Fine Arts and Artistic Appreciation

Learning Outcomes

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

- ✓ **Recognize and analyze key artistic movements and their impact on society.**
- ✓ **Develop an appreciation for different styles and techniques in fine arts.**
- ✓ **Understand how cultural and historical contexts influence art.**

Competencies

ART.1.A.1 – Understanding art history and major movements.

- Study Renaissance, Baroque, Impressionism, Modernism, and contemporary art.
- Analyze art as a reflection of culture and historical events.
- Explore the works of influential artists such as Leonardo da Vinci, Van Gogh, Picasso, and Frida Kahlo.

ART.1.A.2 – Developing an appreciation for artistic diversity.

- Examine global artistic traditions, including African, Asian, Indigenous, and Latin American art.
- Learn how art influences architecture, fashion, and everyday life.
- Discuss the role of public art, murals, and digital installations in modern society.

ART.2 Drawing and Visual Composition

Learning Outcomes

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

- ✓ **Use different drawing techniques to create detailed compositions.**
- ✓ **Develop observational drawing skills through life studies.**
- ✓ **Understand the elements and principles of design.**

Competencies

ART.2.A.1 – Mastering fundamental drawing techniques.

- Learn line drawing, shading, and perspective techniques.
- Explore still life, figure drawing, and landscape composition.
- Practice gesture drawing for capturing movement and proportions.

ART.2.A.2 – Applying design principles in artwork.

- Understand composition, balance, contrast, and symmetry.
 - Experiment with color theory, texture, and mixed media.
 - Explore digital drawing techniques using tablets and software.
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ART.3 Practical Arts and Applied Creativity

Learning Outcomes

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

- ✓ **Create functional and decorative artwork using various materials.**
- ✓ **Apply artistic skills to real-world applications such as design, advertising, and crafts.**
- ✓ **Understand career opportunities in the creative industry.**

Competencies

ART.3.A.1 – Exploring practical and applied arts.

- Learn printmaking, ceramics, sculpture, and textile arts.
- Experiment with collage, assemblage, and upcycled art projects.
- Explore functional art, such as furniture design and fashion.

ART.3.A.2 – Understanding the role of art in business and industry.

- Study graphic design, illustration, and advertising concepts.
- Explore artistic careers in animation, video game design, and architecture.
- Learn branding and logo design principles.

ART.4 Personal Artistic Growth and Portfolio Development

Learning Outcomes

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

- ✓ **Develop a personal artistic style and creative voice.**
- ✓ **Curate a portfolio showcasing their best artwork.**
- ✓ **Present and critique their own and others' work effectively.**

Competencies

ART.4.A.1 – Creating a personal body of work.

- Work on a long-term personal art project.
- Experiment with different media to refine artistic expression.
- Develop a series of works with a common theme or style.

ART.4.A.2 – Learning to critique and present artwork.

- Learn how to discuss art using proper terminology.
- Give and receive constructive feedback in peer critiques.
- Present artwork in an exhibition-style format.

3. Assessment and Evaluation

Formative Assessments – Checking Progress Through Interactive Learning

- ✓ **Sketchbook evaluations and regular critique sessions.**
- ✓ **Quick exercises on shading, perspective, and composition.**
- ✓ **Reflective assessments on personal artistic growth.**

Summative Assessments – Final Projects and Exams

- ✓ **Art portfolio submission showcasing skill progression.**
- ✓ **Research paper on an influential artist or art movement.**
- ✓ **Final exhibition or multimedia presentation of student work.**

Authentic Assessment – Real-World Applications

- ✓ Students create and present an art piece for a public display.
 - ✓ Design branding materials for a real or fictional business.
 - ✓ Participate in a community mural or public art project.
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4. Instructional Strategies for Online Learning

Inquiry-Based and Problem-Based Learning

- ✓ Students research and recreate a famous art style in their own work.
- ✓ Case studies on how art impacts culture, fashion, and advertising.

Project-Based Learning (PBL)

- ✓ Students create a digital or physical art gallery.
- ✓ Personal art challenges focusing on a chosen technique or theme.

Technology-Integrated Learning

- ✓ Use of digital art tools like Procreate, Adobe Photoshop, or Canva.
- ✓ Virtual museum tours and interactive art history lessons.
- ✓ AI-powered art critique tools to improve technique.