

# 8th Grade American Online School

## ART CURRICULUM

### Visual Language, Expression, and Interdisciplinary Design

Version May/2025

## 1. Introduction

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### The Role of Art Education in 8th Grade

The 8th Grade Art curriculum cultivates students' expressive capacity, visual literacy, and creative confidence through diverse artistic media. Students deepen their skills in drawing, painting, sculpture, and digital design while exploring connections between art, culture, and society. Through hands-on practice and critical reflection, students develop a personal voice and the ability to communicate meaning visually.

By the end of this course, students will:

- ✓ Apply advanced visual elements and principles of design in complex compositions.
  - ✓ Create artworks using a variety of techniques, materials, and conceptual approaches.
  - ✓ Connect artistic expression to history, culture, and interdisciplinary themes.
  - ✓ Develop a personal artistic style, expressive fluency, and presentation confidence.
  - ✓ Critique their own work and the work of others using academic art vocabulary.
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## 2. Core Competence Areas

### ART.1 Visual Elements and Design Mastery

#### Learning Outcomes

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

- ✓ Apply expressive line, color theory, texture, form, and space with control.
- ✓ Create compositions using balance, emphasis, movement, rhythm, and unity.
- ✓ Use perspective techniques to build spatial illusion in 2D artworks.

#### Competencies

##### ART.1.A.1 – Mastering elements and principles of design.

- Mix colors for psychological and emotional effect.
- Create layered compositions using visual flow and focal points.
- Apply 1-point, 2-point, and atmospheric perspective.

##### ART.1.A.2 – Applying Design Principles.

- Plan balanced compositions with thumbnail sketches.
- Use shape, line, and color to communicate narrative or mood.
- Apply shading, blending, and highlighting to enhance contrast.

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### ART.2 Drawing and Illustration

#### Learning Outcomes

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

- ✓ Draw from observation, memory, and imagination.
- ✓ Develop confidence in figure drawing and visual storytelling.
- ✓ Integrate traditional and digital tools in illustration projects.

## Competencies

### **ART.2.A.1 – Observational drawing and form.**

- Sketch still life, portraits, and figures using proportion techniques.
- Analyze light sources and apply value to depict dimension.
- Use mark-making techniques such as cross-hatching and blending.

### **ART.2.A.2 – Narrative and conceptual illustration.**

- Create sequential or symbolic artwork.
  - Design expressive characters and settings.
  - Blend traditional and digital techniques in storytelling.
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## **ART.3 Painting and Surface Exploration**

### **Learning Outcomes**

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

- ✓ Use acrylic and watercolor painting techniques with control and expression.
- ✓ Explore representational and abstract painting styles.
- ✓ Develop thematic series and engage with cultural identity through paint.

### **Competencies**

#### **ART.3.A.1 – Mastering painting techniques.**

- Use impasto, glazing, dry brush, and washes.
- Create compositions based on reference and abstraction.
- Mix color palettes to reflect theme or emotion.

#### **ART.3.A.2 – Painting as cultural and personal voice.**

- Study painting traditions from various regions.
  - Reflect identity and issues in large-scale works.
  - Develop visual narratives tied to lived experience.
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## **ART.4 Sculpture and 3D Form**

### **Learning Outcomes**

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

- ✓ **Construct 3D artworks from diverse materials.**
- ✓ **Understand structure, balance, and spatial relationships.**
- ✓ **Create sculptures that engage with viewers and environment.**

### **Competencies**

#### **ART.4.A.1 – Constructing with intent.**

- Use clay techniques including slab, coil, and pinch.
- Build armatures and assemble abstract forms.
- Create relief and in-the-round sculptures.

#### **ART.4.A.2 – Exploring functional and installation art.**

- Design wearable or functional objects.
- Use recycled or found objects for sustainability.
- Consider interaction and spatial context in installation.

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## **ART.5 Printmaking and Reproducible Design**

### **Learning Outcomes**

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

- ✓ **Create prints using relief, monoprint, and screen print techniques.**
- ✓ **Use layering and registration methods.**
- ✓ **Understand the cultural and social power of reproducible art.**

### **Competencies**

#### **ART.5.A.1 – Technical printmaking fluency.**

- Carve linoleum and align plates for multi-edition printing.
- Combine media and printmaking tools effectively.
- Use inking and brayer techniques for clear results.

### **ART.5.A.2 – Conceptual development in series work.**

- Create themed print series around personal or global issues.
  - Use symbolism and repetition for visual impact.
  - Document print runs and write statements of artistic intent.
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## **ART.6 Digital Art and Photography**

### **Learning Outcomes**

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

- ✓ Use photography and digital tools to create and edit artwork.
- ✓ Explore lighting, composition, and contrast.
- ✓ Reflect on the ethics of digital image use and manipulation.

### **Competencies**

#### **ART.6.A.1 – Developing digital fluency.**

- Use photography principles such as rule of thirds and depth.
- Edit with filters, contrast adjustments, and layers.
- Create animations or digital posters using design software.

#### **ART.6.A.2 – Integrating traditional and digital media.**

- Blend hand-drawn and digital elements.
  - Design online portfolios and digital showcases.
  - Discuss copyright and digital responsibility.
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## **ART.7 Art History and Visual Culture**

### **Learning Outcomes**

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

- ✓ Identify movements and key figures in art history.
- ✓ Analyze how art reflects society and cultural values.
- ✓ Relate personal creations to historical works.

## Competencies

### **ART.7.A.1 – Practicing art critique and historical study.**

- Carve linoleum and align plates for multi-edition printing.
- Combine media and printmaking tools effectively.
- Use inking and brayer techniques for clear results.

### **ART.7.A.2 – Investigating global traditions and activism.**

- Create themed print series around personal or global issues.
- Use symbolism and repetition for visual impact.
- Document print runs and write statements of artistic intent.

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## **ART.8 Personal Expression and Portfolio**

### **Learning Outcomes**

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

- ✓ **Articulate their creative process and artistic identity.**
- ✓ **Curate a cohesive body of work.**
- ✓ **Present and reflect on their work publicly and digitally.**

### **Competencies**

#### **ART.8.A.1 – Documenting creative growth.**

- Maintain sketchbooks and process journals.
- Write reflective statements and critique responses.
- Analyze how experience informs expression.

#### **ART.8.A.2 – Preparing and presenting portfolios.**

- Select and prepare work for display.
- Create printed or digital portfolios.
- Participate in peer critiques and exhibit events.

### 3. Assessment and Evaluation

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

- ✓ Sketchbook reviews and idea development activities
- ✓ In-process feedback and technical demonstrations
- ✓ Journals and media exploration tasks

#### Summative Assessments – Final Projects

- ✓ Mid-year project on formal principles and technique
- ✓ Final thematic work with artist statement
- ✓ Visual literacy and art history quizzes

#### Authentic Assessment – Real-World Applications

- ✓ Curated student portfolio with artist commentary
- ✓ Exhibition participation (physical or virtual)
- ✓ Peer-led critiques and group reflections

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### 4. Instructional Strategies for Online Learning

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

- ✓ Structured experimentation with tools, media, and methods.
- ✓ Emphasis on creative risk-taking and visual journaling.

#### Project-Based Learning (PBL)

- ✓ Emphasize idea development and revision cycles.
- ✓ Scaffold personal projects from concept to exhibition.

#### 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.