



# Visual Arts | High School/Painting I



ORGANIZING THEME/TOPIC	FOCUS STANDARDS & SKILLS
<p><b>UNIT 1: OBSERVATIONAL</b></p> <p>Suggested projects: still-life, landscape, nature, perspective, architectural close-ups, palette knife portraits, glaze painting portraits,</p>	<p><b>SKILLS</b></p> <ul style="list-style-type: none"><li>• Create artworks incorporating the following compositional guidelines (simplicity, rule of thirds, leading lines, balance, framing).</li><li>• Create artworks using Elements of Art (Line, Shape, Form, Value, Color, Texture, Space) and Principles of Design (Rhythm and Movement, Unity, Variety, Proportion, Pattern, Balance, Emphasis) to solve visual problems.</li><li>• Identify and use color schemes and color properties.</li><li>• Explore various paint application techniques to add texture to a painting.</li><li>• Demonstrate three dimensional qualities through the use of lights and shadows.</li><li>• Create a sense of space or depth in my painting using changes in size, overlapping and placement.</li><li>• Demonstrate value by painting with a smooth gradation from light to dark or from one color to another.</li></ul>
<p><b>UNIT 2: CONCEPTUAL</b></p> <p>Suggested projects: abstraction of an object</p>	<p><b>SKILLS</b></p> <ul style="list-style-type: none"><li>• Understand and use various art theories and styles (Imitationalism, Formalism, Emotionalism, etc.) based on exploration of different techniques and development of personal style.</li><li>• Create artworks incorporating the following compositional guidelines (simplicity, rule of thirds, leading lines, balance, framing).</li><li>• Create original works of art that demonstrate personal visual expression and communication.</li><li>• Communicate mood/feeling/narrative through my composition and color scheme.</li><li>• Explore answers to visual problems.</li></ul>



# Visual Arts | High School/Painting II



ORGANIZING THEME/TOPIC	FOCUS STANDARDS & SKILLS
<p><b>UNIT 1: OBSERVATIONAL</b></p> <p>Suggested projects: still-life, landscape, perspective, architectural close-ups, portrait,</p>	<p><b>SKILLS</b></p> <ul style="list-style-type: none"><li>• Create artworks incorporating the following compositional guidelines (simplicity, rule of thirds, leading lines, balance, framing).</li><li>• Create artworks using Elements of Art (Line, Shape, Form, Value, Color, Texture, Space) and Principles of Design (Rhythm and Movement, Unity, Variety, Proportion, Pattern, Balance, Emphasis) to solve visual problems.</li><li>• Identify and use color schemes and color properties.</li><li>• Explore various paint application techniques to add texture to a painting.</li><li>• Demonstrate three-dimensional qualities through the use of lights and shadows.</li><li>• Create a sense of space or depth in my painting using changes in size, overlapping and placement.</li><li>• Demonstrate value by painting with a smooth gradation from light to dark or from one color to another.</li></ul>
<p><b>UNIT 2: CONCEPTUAL</b></p> <p>Suggested projects: expressive portraits,</p>	<p><b>SKILLS</b></p> <ul style="list-style-type: none"><li>• Understand and use various art theories and styles (Imitationalism, Formalism, Emotionalism, etc.) based on exploration of different techniques and development of personal style.</li><li>• Create artworks incorporating the following compositional guidelines (simplicity, rule of thirds, leading lines, balance, framing).</li><li>• Create original works of art that demonstrate personal visual expression and communication.</li><li>• Communicate mood/feeling/narrative through my composition and color scheme.</li><li>• Explore answers to visual problems.</li><li>• Produce works of art that demonstrate high levels of creativity.</li></ul>