ART (HIGH SCHOOL)
Essential Discipline Goals

CRITICAL:
To develop, through the visual arts, the ability to perceive and respond to ideas, experiences, and the environment.

HISTORICAL/CULTURAL:
To develop an understanding of the visual arts as a basic aspect of history and human experience

PRODUCTION:
To develop and organize knowledge and ideas for expression in the production of art.

AESTHETICS:
To develop the ability to identify, analyze and apply criteria for making visual aesthetic judgements.

Computer Graphics I

Objective   Skills/Content

AR.CG1.10   Compare aspects of natural and human-made visual forms and other phenomena.
   AR.CG1.10.01   Interpret and analyze the visual characteristics of natural forms.
   AR.CG1.10.02   Interpret and analyze the visual characteristics of human-made forms.
   AR.CG1.10.03   Interpret graphic works that emphasize characteristics of human-made and natural forms.

AR.CG1.15   Translate or "decode" meaning' of works of through description and interpretation.
   AR.CG1.15.01   Examine natural phenomena through design concepts.

A. Elements of Art	B. Principles of Design
1. Line	1. Rhythm/Pattern
2. Shape	2. Movement
3. Form	3. Balance
4. Space	4. Proportion
5. Color	5. Variety
6. Value	6. Emphasis
7. Texture	7. Unity

   AR.CG1.15.02   Interpret what the purposes of a graphic art piece is and what was intended by the graphic artist.

AR.CG1.15.03   Evaluate the degree of success or failure in a graphic art piece based upon one's personal aesthetic criteria.

HISTORICAL/CULTURAL

AR.CG1.20   Select and analyze works of various artists which record, preserve, highlight, and symbolize cultural ideas.
AR.CG1.20.01   Compare and contrast graphic styles of today with various historical art styles and their influence on today's graphic arts.
AR.CG1.20.02   Identify and examine various graphic styles used to record, document, comment upon, and express cultural ideas.

AR.CG1.25   Determine how specific societies are reflected in and changed by works of art.
AR.CG1.25.01   Examine how societies use graphic arts to communicate and express their ideas.
AR.CG1.25.02   Analyze the impact. graphic arts has on society through discussion, research and observation.

AR.CG1.30   Recognize the relationship between the choices an artist makes and the society or context in which he/she works.
AR.CG1.30.01   Examine through one's own perception and style computer graphics that communicate thoughts and feelings to others.

AR.CG1.35   Recognize the influences of art on technology and technology on the art.
AR.CG1.35.01   Compare and contrast computer graphic imagery that incorporates technical advances with traditional art techniques/ media.
AR.CG1.35.02   Identify/examine the elements of design and their affect on computer graphics.

PRODUCTION

AR.CG1.40   Use a variety of art tools, materials, and techniques to solve specific art problems.
AR.CG1.40.01   Apply the use of a variety of software and tools to demonstrate proficiency in the computer graphic process.

Freehand	Illustrator
PhotoShop	Pagemaker
QuarkXpress	Bryce
Painter	

AR.CG1.40.02   Identify criteria used in the selection of particular software and hardware for computer illustration in application design.

AAR.CG1.45   Apply knowledge acquired in a variety of contexts to the creation of visual design.
AR.CG1.45.01   Select, practice and use computer graphic illustration and typography in the development of application design.

AR.CG.45.02   Create a drawing or painting that requires computer software skills from two or more programs.

AR.CG1.50   Apply specific design concepts to solve problems of composition.
AR.CG1.50.01   Identify and analyze design concepts used in computer graphic application designs.
AR.CG1.50.02   Create computer illustrations and commercial layout and advertising designs using the elements of art and principles of design.

AR.CG1.55   Develop a responsible attitude toward oneself and others through continuing compliance with health and safety rules.
AR.CG1.55.01   Demonstrate a responsible attitude toward others that promotes safe use of all computer software and hardware.
AR.CG1.55.02   Describe and identify the safety precautions associated with computer graphics.

A. Materials	B. Hardware
1. Disks	1. Keyboard
2. Toner Cartridges	2. Screen
3. Mouse	3. Computer & Accessories
4. Paper	4. Surge Protector
C. Software	
1. Corrupting files	
2. Deleting Files	
3. System Folder	
4. Copyright laws	

AESTHETICS

AR.CG1.60   Evaluate a variety of visual forms through analysis and discussion in order to make judgments.
AR.CG1.60.01   Identify criteria used for aesthetic judgment of computer graphic drawings, paintings, and graphic designs.
AR.CG1.60.02   Critique computer graphic drawings and paintings using concepts of design.

AR.CG1.65   Apply aesthetic criteria in critiquing selected art works.
AR.CG1.65.01   Identify artistic and functional qualities of computer graphics.
AR.CG1.65.02   Identify and select computer graphic art works for portfolio or exhibition.

AR.CG1.70   Assess one's aesthetic framework and modify one's work accordingly.
AR.CG1.70.01   Identify the criteria used in judging the quality of computer generated graphics.

AR.CG1.70.02   Use the identified aesthetic criteria to critique one's art work.

AR.CG1.70.03   Identify criteria used for generating work for a portfolio or exhibition.

ART (HIGH SCHOOL)
Essential Discipline Goals

CRITICAL:
To develop, through the visual arts, the ability to perceive and respond to ideas, experiences, and the environment.

HISTORICAL/CULTURAL:
To develop an understanding of the visual arts as a basic aspect of history and human experience

PRODUCTION:
To develop and organize knowledge and ideas for expression in the production of art.

AESTHETICS:
To develop the ability to identify, analyze and apply criteria for making visual aesthetic judgements.

Computer Graphics II-IV

Objective   Skills/Content

AR.CG2.10   Compare and contrast aspects of natural and human-made visual forms and other phenomena.
         AR.CG2.10.01   Compare and contrast the visua1 characteristics of natural forms.
         AR.CG2.10.02   Compare and contrast the visual characteristics of human-made forms.
         AR.CG2.10.03   Compare and contrast graphic works that emphasize characteristics of human-made and natural forms.

AR.CG2.15   Translate or "decode" meaning' of works of through description and interpretation.
         AR.CG2.15.01   Compare and contrast natural phenomena through design concepts.

A. Elements of Art	B. Principles of Design
1. Line	1. Rhythm/Pattern
2. Shape	2. Movement
3. Form	3. Balance
4. Space	4. Proportion
5. Color	5. Variety
6. Value	6. Emphasis
7. Texture	7. Unity

         AR.CG2.15.02   Compare and contrast what the purposes of graphic art pieces are and what was intended by the graphic artist(s).

AR.CG2.15.03   Compare and contrast the degree of success or failure in a graphic art piece based upon one's personal aesthetic criteria.

HISTORICAL/CULTURAL

AR.CG2.20 Select and analyze works of various artists which record, preserve, highlight, and symbolize cultural ideas.
    AR.CG2.20.01   Compare and contrast graphic styles of today with various historical art styles and their influence on today's graphic arts.
    AR.CG2.20.02   Compare and contrast various graphic styles used to record, document, comment upon, and express cultural ideas.

AR.CG2.25 Determine how specific societies are reflected in and changed by works of art.
    AR.CG2.25.01   Compare and contrast how societies use graphic arts to communicate and express their ideas.
    AR.CG2.25.02   Compare and contrast the impact graphic arts has on societies through discussion, research and observation.

AR.CG2.30 Recognize the relationship between the choices an artist makes and the society or context in which he/she works.
    AR.CG2.30.01   Compare and contrast through one's own perception and style computer graphics that communicate thoughts and feelings to others.

AR.CG2.35 Recognize the influences of art on technology and technology on the art.
    AR.CG2.35.01   Compare and contrast computer graphic imagery that incorporates technical advances with traditional art techniques/ media.
    AR.CG2.35.02   Compare and contrast the elements of design and their effects on computer graphics.

PRODUCTION
AR.CG2.40 Use a variety of art tools, materials, and techniques to solve specific art problems.
    AR.CG2.40.01   Apply and analyze the use of a variety of software and tools to demonstrate proficiency in the computer graphic process.

Freehand	Illustrator
PhotoShop	Pagemaker
QuarkXpress	Bryce
Painter	

    AR.CG2.40.02   Apply and analyze criteria used in the selection of particular software and hardware for computer illustration in application design.

AAR.CG2.45 Apply knowledge acquired in a variety of contexts to the creation of visual design.

AR.CG2.45.01   Compare, contrast, and use computer graphic illustration and typography in the development of application design.
AR.CG2.45.02   Create drawings and/or paintings that require computer software skills from two or more programs.

AR.CG2.50   Apply specific design concepts to solve problems of composition.
AR.CG2.50.01   Compare and contrast design concepts used in computer graphic application designs.
AR.CG2.50.02   Create, compare, and contrast computer illustrations and commercial layout and advertising designs using the elements of art and principles of design.

AR.CG2.55   Develop a responsible attitude toward oneself and others through continuing compliance with health and safety rules.
AR.CG2.55.01   Demonstrate a responsible attitude toward others that promotes safe use of all computer software and hardware.
AR.CG2.55.02   Describe and identify the safety precautions associated with computer graphics.

A. Materials	**B. Hardware**
1. Disks	1. Keyboard
2. Toner Cartridges	2. Screen
3. Mouse	3. Computer & Accessories
4. Paper	4. Surge Protector
C. Software	
1. Corrupting files	
2. Deleting Files	
3. System Folder	
4. Copyright laws	

AESTHETICS

AR.CG2.60   Evaluate a variety of visual forms through analysis and discussion in order to make judgments.
AR.CG2.60.01   Evaluate and analyze criteria used for aesthetic judgment of computer graphic drawings, paintings, and graphic designs.
AR.CG2.60.02   Analyze and critique computer graphic drawings and paintings using concepts of design.

AR.CG2.65   Apply aesthetic criteria in critiquing selected art works.
AR.CG2.65.01   Compare and contrast artistic and functional qualities of computer graphics.
AR.CG2.65.02   Identify and select computer graphic art works for portfolio or exhibition.

AR.CG2.70   Assess one's aesthetic framework and modify one's work accordingly.

AR.CG2.70.01   Evaluate and analyze the criteria used in judging the quality of computer generated graphics.
AR.CG2.70.02   Use the identified aesthetic criteria to critique one's art work.
AR.CG2.70.03   Apply criteria used for generating work for a portfolio or exhibition.