

# Fine Art

*All students are required to complete two semesters of a fine arts course, either art or music, before graduation. The art program at BSM provides students with the opportunity for developing creativity, imagination, and effective visual expression, with a link to cultural history. Working in a collaborative peer-learning environment, students develop creative problem-solving skills, self-expression, and visual literacy.*

## **Art & Design (S1) or (S2)**

*One semester, one credit, open to all grade levels.*

Art & Design is a survey course designed for the student who is interested in art but may be new to many types of artmaking. This course introduces students to a variety of materials, both 2-dimensional and 3-dimensional, such as drawing, painting, ceramics, and digital media. The course focuses on developing students' understanding through reflecting on and evaluating the artistic process both individually and collaboratively.

## **3D Foundations (S1) or (S2)**

*One semester, one credit, open to all grade levels.*

3D Foundations is designed to introduce students to the fundamentals and technical principles of working three-dimensionally. It will cover three-dimensional design projects in which students will explore the principles of design and the meaning of form, space, function, mass, and structure. Traditional and non-traditional building materials will be used to explore how three-dimensional sculptures activate space and how consideration must be given to the many viewpoints and perspectives of a form existing in three dimensions.

## **3D Make it: Design and Build (S2)**

*One semester, one credit, open to all grade levels.*

Makers are creative, resourceful, and curious people. This course will encourage students to problem solve, take risks, and develop projects that demonstrate how they can interact with the world around them. Students will work both individually and collaboratively on short- and long-term design challenges. Interest in material exploration and creative risk taking is a must. Design challenges make use of found and non-traditional materials to design water powered hydraulics, marble runs and large-scale inflatable sculptures. Technology inspired projects may incorporate the Glowforge, TinkerCAD, 3D Printing and Makey Makey.

## **Ceramics (S1) or (S2)**

*One semester, one credit, open to sophomores, juniors, and seniors.*

Second semester freshmen may enroll in this course.

This course introduces students to both hand building and wheel throwing techniques. Students will learn to design and build forms using various methods and learn to throw functional objects using the potter's wheel. Students will learn to work with the properties of clay and glaze through progressively more challenging projects. All materials, tools, and equipment will be provided.

## **Drawing & Painting (S1) or (S2)**

*One semester, one credit, open to all grade levels.*

This introductory course is designed for students who like to draw and paint. Working in a variety of drawing materials including charcoal, chalk pastel, oil pastel and paint mediums such as watercolor, watercolor pencil and acrylic, students learn how to see and represent what they see. Class work develops drawing skill, introduces foundation technique across mediums and hones observation. Through sketchbooks, students elevate their ability in and out of class.

## **Graphic Design (S1) or (S2)**

*One semester, one credit, open to all grade levels.*

This introductory course instructs students in design skills using core graphic programs including Adobe Photoshop, Illustrator, and InDesign. The focus will be on developing student understanding of the fundamental principles of design while finding creative visual solutions to projects. Projects may include digital illustrations, logos, magazine covers and spreads, working with typography as well as skill building exercises. This is a technology heavy course as projects are primarily completed using student laptops.

## **Photography (S1) or (S2)**

*One semester, one credit, open to sophomores, juniors, and seniors.*

In this introductory course students will learn to use manual settings on a 35mm film camera, compose strong photographs, develop film, print negatives, and basic digital editing skills using Photoshop Lightroom. Assignments will include composition techniques, portraits, landscape, and environment. All students are expected to provide their own 35mm film camera (automatic cameras are acceptable) and have access to a digital camera as well. 35mm film, darkroom chemicals and paper are provided.

## **Product Design (S1) or (S2)**

*One semester, one ART elective credit, open to sophomores, juniors, and seniors.*

*Can be taken sequentially with a semester of Engineering: Introduction to Design and Fabrication.*

Bring your ideas to life! Designers use creative problem solving and ideation skills to produce meaningful products and services. Students will utilize design thinking guided by empathy to solve self-directed design challenges. After identifying a need, asking questions, and developing goals toward designing a solution, students will pitch their new ideas to receive community feedback and possible next steps. Visual appeal, marketing strategies and target market considerations are all part of analyzing potential product impact. In this course, students will use sketching, 3D modeling, and rapid prototyping techniques to kickstart the next billion-dollar idea!

## **Silkscreen (S1)**

*One semester, one credit, open to sophomores, juniors, and seniors.*

Create graphic designs for t-shirts, posters, and prints that convey a message. Screen printing is a technique that employs stencils transferred into a screen. Ink is pushed through the open areas of the stencil using a squeegee. This technique is used commercially and as a fine arts medium. This course explores printing-making and screen-printing techniques with an emphasis on graphic design. Students will supply their own clothing to print on.

## **Web Design (S1) or (S2)**

*One semester, one credit, open to sophomores, juniors, and seniors.*

Websites are important communication and marketing tools and effective design is a necessity in both personal and business applications. Learn the important roles of UX and UI designers. Get started researching and planning your projects using available prototyping tools. You'll learn how to navigate around a WordPress dashboard and explore the growing options of no-code platforms for web and app development. No experience required although having taken Graphic Design would be a plus.

# Fine Art – Studio Art

*Studio level courses may be repeated. Students must have successfully completed the first level of one medium to be eligible for enrollment.*

## **Ceramics Studio (S1) and/or (S2)**

*One semester, one credit.*

*Prerequisites: Ceramics*

Open to students who have completed the first level of this medium.

This advanced course is designed for students who want to further investigate hand-built, sculptural and wheel thrown forms. Students will continue to develop problem solving skills, persistence, and creativity, along with skills in wheel throwing, surface decoration and sculpture. Students will choose their projects or work with the teacher in determining projects and their objectives. The focus will be on improving skills students have begun to develop and on exploring the relationship between form, surface design, and original content. It is highly recommended to take this course for at least two (2) semesters prior to AP Ceramics.

## **Drawing & Painting Studio (S1) and/or (S2)**

*One semester, one credit.*

*Prerequisites: Drawing & Painting*

Open to students who have completed the first level of this medium.

This advanced course is designed for students who have a desire to further develop technique and expression in drawing and painting. Students will focus on enhancing skills while exploring both realistic and abstract subject matter. They will often have free choice in the use of materials and self-expression. Students will develop a series of artworks throughout the semester based on designated themes but emphasizing student choice.

## **Graphic Design Studio (S1) and/or (S2)**

*One semester, one credit.*

*Prerequisite: Graphic Design*

Open to students who have completed the first level of this medium.

This advanced course will focus on expanding and improving design skills with the Adobe Creative Suite, including Illustrator, Photoshop, and InDesign. Students will design projects for print and digital display with a variety of content, tools, techniques, and strategies. Students will work with the *Knight Errant* staff to produce the *KEQ* quarterly magazine and will also be given the opportunity to shoot photos for the *KEQ*.

## **Photography Studio (S1) and/or (S2)**

*One semester, one credit, open to sophomores, juniors, and seniors.*

*Prerequisite: Photography*

Open to students who have completed the first level of this medium.

This advanced course is designed for students who have a desire to further investigate photographic techniques and camera controls in both film and digital photography. Adobe Photoshop and Photoshop Lightroom skill sets will be expanded as well as additional darkroom skills. The focus of the course is on developing a personal photographic style while building a digital skill set. Students and teacher will collaborate on the designing of projects that will improve photographic skills and aid in the creation of a student portfolio.

# Fine Art – Advanced Placement Art & Design

*The AP Art courses are designed to align with college or university foundations classes and allow students the opportunity to earn college credit. In place of a traditional written exam, students submit a portfolio of their work for review. Practice, experimentation, and revision using materials, processes, and ideas are ongoing activities in AP Art classes. Feedback accompanies these activities, informing students of their progress. The AP Art courses are largely student-directed and self-motivation is necessary for success. The art department highly encourages students to complete all levels in their given medium to ensure a strong base of quality work to consider and build upon.*

## **AP 2-D Art and Design: Photography/2-D Design (S1) and/or (S2)**

*One semester, one credit, open to juniors and seniors.*

*Recommend: Photography Studio OR Graphic Design Studio. It is highly recommended that students who intend to submit an AP portfolio enroll in two semesters of this course.*

This college level course develops students' independent voice, skills, and visual vocabulary. Students create a sustained investigation in an area of personal interest. Students send a portfolio of 15 connected pieces and 5 selected works to the AP committee for review. To guide the committee students will include a personal statement explaining the evolution of their process and describing how making work developed further questions for deeper exploration. Students in AP art apply critical thinking to their own work. Students demonstrate a high degree of independence and time management.

## **AP Drawing: Drawing & Painting (S1) and/or (S2)**

*One semester, one credit, open to juniors and seniors.*

*Recommend: Drawing & Painting Studio. It is highly recommended that students who intend to submit an AP portfolio enroll in two semesters of this course.*

This college level course develops students' independent voice, skills, and visual vocabulary. Students create a sustained investigation in an area of personal interest. Students send a portfolio of 15 connected pieces and 5 selected works to the AP committee for review. To guide the committee students will include a personal statement explaining the evolution of their process and describing how making work developed further questions for deeper exploration. Students in AP art apply critical thinking to their own work. Students demonstrate a high degree of independence and time management.

## **AP 3-D Art and Design: Ceramics/3-D Design (S1) and/or (S2)**

*One semester, one credit, open to juniors and seniors.*

*Recommend: Two semesters of Ceramics Studio. It is highly recommended that students who intend to submit an AP portfolio enroll in two semesters of this course.*

This college level course develops students' independent voice, skills, and visual vocabulary. A base of 5 quality artworks is recommended before registering for this course. A full year of both Studio and AP Ceramics is necessary to produce the quality and quantity of work required by the college Board. Students create a sustained investigation in an area of personal interest. To guide the committee students will include a personal statement explaining the evolution of their process and describing how making work developed further questions for deeper exploration. Students in AP art apply crucial thinking to their own work. Students demonstrate a high degree of independence and time management.

# Fine Art – Studio Art

## *College in the Schools*

### **Creative Problem Solving (S1 or S2)**

*One semester, one credit, open to juniors and seniors.*

Three college credits from the University of Minnesota.

*The pilot phase has allowed 11th and 12th grade students who have either a 3.0 or better GPA or instructor approval to register for the course.*

Are you a creative person? Creativity is essential for success across disciplines and highly valued by employers. A creative mindset gives meaning and value to how you approach your life, solve problems, and pretty much everything you do. Having a mindset for creativity opens you up to opportunities and possibilities because you can appreciate the creative process and embrace innovative thinking. Throughout this course, you will be challenged to move outside your existing comfort zones and recognize the value of exploration. This course presents creativity-enhancing techniques known in the design fields through activities, research, papers, projects, and exams. At the center of the course is personal creative work, accomplished both alone and with others. The course curriculum is provided by the College of Design at the University of Minnesota and awards 3 college credit hours upon completion. It will be necessary for students to put in additional time outside of class to fully complete required projects, readings, and assignments

*The pilot phase has allowed 11th and 12th grade students who have either a 3.0 or better GPA or instructor approval to register for the course. Full course description and requirements will be found on 54 of the Program of Studies.*