MEADOWBROOK HIGH SCHOOL

VISUAL AND PERFORMING ARTS DEPARTMENT

VISUAL ARTS SYLLABUS

GRADE 7

(extracted from Ministry of Education National Standards Curriculum)
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N.B. Please note that topics featured in this syllabus are subject to change at any time. Students will be notified ahead of time.

OVERVIEW OF VISUAL ARTS CONTENT- GRADE 7

UNIT 1 TERM 1 (3 WEEKS)

- Art and Survival
  1. What is Visual Arts?
  2. Careers in the Visual Arts
  3. Materials used in the Visual Arts
  4. Caribbean artists such as Phillip Supersad, Laura Facey-Cooper, Edna Manley

UNIT 2 TERM 1 (3 WEEKS)

- The History of Art
  1. What is art history and its origin
  2. History of Art Periods- Pre-Historic, Egyptian, Greek and Roman and Renaissance
  3. Comparing and Contrasting art periods to the contemporary society- architecture, fashion and technology

UNIT 2 TERM 1 (6 WEEKS)

- Elements of Art
  1. What is an element of art?
  2. Defining the elements of art-lines, shape, form, texture and space
  3. Interpreting artists’ works
  4. Working from a thematic approach
  5. Colour Theory- primary, secondary, tertiary, complimentary, analogous, warm and cool

*Revision for January Exam (1 week)
UNIT 1 TERM 2 (4 WEEKS)

- Colour theory Continued

1. Monochromatic Scheme
2. Principles of Art (whilst combining the elements of art)
3. Artists and their works
4. Drawing to understand the use of elements and principles of art
5. Thematic approaches in combining elements and principles of art

UNIT 2 TERM 2 (3 WEEKS)

- Picture Making techniques

1. Techniques and media used in picture making
2. Origin of techniques-mosaic, collage and frottage
3. Nature and process of artistic expression

UNIT 1 TERM 3 (6 WEEKS)

- Pattern Making in Printmaking (Surface Designs)

1. Experimental printmaking
2. History of printmaking
3. Designing with a purpose
4. Motifs and patterns
5. Cultural symbolism (Adinkra, Egyptian symbols)
6. Themes and presentations
7. Decorating surfaces

UNIT 1 TERM 3 (3 WEEKS)

- Introduction to Graphic Design

1. Lettering and illustration (calligraphy)
2. History of graphic Art
3. Analyzing and creating graphic design product

Final Revision for End of Term Exams (1 week)
ATTAINMENT STRANDS IN VISUAL ARTS

Students must be able to:

1. Develop designs for functional or non-functional use
2. Create personal works of art by exploring different media
3. Use the elements and principles of art in the production of their art
4. Discuss, appreciate and answer questions about the nature and value of art in their daily lives.
5. Understand the works of art from past times to present; who created them and where they can be located
6. Investigate sources related to symbols and messages contained in the art object
7. Learn to talk about art in its simplest but comprehensive manner
8. Develop an appreciation for art and to integrate art into other subject areas

RANGE OF CONTENT

Students will develop key concepts and skills by learning:

1. An appropriate approach to developing design
2. To select suitable media/materials to create art
3. To use thematic approach to develop compositions and concepts in the Visual Arts
4. To evaluate works using the vocabulary of Visual Arts
5. To apply the elements and principles of art to the creation of art
6. To view works of art and formalize a personal interpretation
7. To make the connection to world cultures throughout art history/subject areas studied at school
8. To focus on the nature and value of art.

Students will develop knowledge and understanding by learning that:

1. Every artistic creation embodies a design process
2. Art can be expressed through a variety of media
3. Art criticism enables the understanding and appreciation of art (talking about art)
4. Art plays a role in history and it reflects the culture at the time it was created
5. Ideas can be effectively expressed through themes
6. Art is a means of documentation or recording or re-recording of information.
UNIT 1 TERM 1 (3 WEEKS) – ART AND SURVIVAL

Visual Arts objectives-
Students will:
1. Define and differentiate Visual Arts from the Performing Arts
2. Identify different careers in the Visual Arts and way in which an artist survives in the art world.
3. Identify tools and materials used in the artmaking process
4. Critique the works of famous Jamaican artist including Phillip Supersad (Ceramist/Potter), Laura Facey-Cooper (Sculptor), Edna Manley and Clovis Brown (Graphic Designer)
5. To create works of art based on a given theme.

Teaching and learning activities may include:
1. Students’ ability to draw a career in the Visual Arts using his/her understanding of basic drawing.
2. Students doing a mime of a career in the Visual Arts (group presentation)
3. Researching on a famous Caribbean/Jamaican artist and his/her involvement in Visual Arts
4. Students will research and define at least 10 Visual Arts careers (other than those which they already know)

UNIT 2 TERM 1 (3 WEEKS) – THE HISTORY OF ART

Visual Arts objectives-
Students will:
1. Define Art History
2. Identify art history periods in their sequential order
3. Identify works of art/artists associated with art history periods
4. Compare and contrast past/current architectural features, fashion and technology
5. Design and construct a tool, building or clothing reflecting any selected art history period

Teaching and learning activities may include:
1. Students ability to describe and explain the art history periods in their own words
2. Comparing and contrasting architectural features, fashion and technology to contemporary society
3. Group presentation in creating tools, building or clothing using indigenous materials
UNIT 3 TERM 1 (6 WEEKS) – INTRODUCTION TO ELEMENTS OF ART

Visual Arts objectives-
Students will:
1. Learn the basic elements of art
2. They will define and identify the elements of art in their environment
3. Create and develop designs inspired by the environment
4. Demonstrate increasing creativity in manipulating the elements of design to achieve original designs
5. Apply elements of design to solve design problems and produce aesthetically pleasing designs

Teaching and learning activities may include:
1. Designing using a combination of lines, shapes and colours to create a work of art
2. Create art works based on given theme
3. Creating 3 dimensional work that can be functional in a space
4. Creating the colour wheel as a tool for understanding colour relationships

UNIT 1 TERM 2 (4 WEEKS) – MONOCHROMATIC SCHEME/INTRODUCTION TO PRINCIPLES OF ART

Visual Arts objectives-
Students will:
1. Define monochromatic scheme
2. Identify tints and shades of any colour
3. Manipulate any hue to create tints and shades
4. Create a work of art using monochromatic scheme

1. Identifying and defining the principles of art and incorporating them in a variety of artworks

Teaching and Learning activities may include:
1. Painting a colour diagram displaying at least 7 different tints/shades
2. Painting a picture while referring to Pablo Picasso’s Blue period in art

1. Defining seven (7) principles of art with appropriate pictures
2. Creating artworks based on given themes while placing emphasis on principles of art (elements of art will be discussed)
UNIT 2 TERM 2 (3 WEEKS) –PICTURE MAKING TECHNIQUES

Visual Arts objectives-
Students will:
1. Define texture as an element of art
2. Learn how textures can create pictures
3. Identify categories of texture/kinds of textures (Tactile and Non-Tactile)
4. Manipulate the collage, frottage and mosaic techniques to create a work of art
5. Modelling 2 dimensional surface into a 3 dimensional surface using textures

Teaching and learning activities may include:
1. Creating frottages of found objects such as a coin
2. Creating a landscape artwork featuring collage and frottage techniques
3. Creating 3 dimensional objects, example a carnival mask using a variety of textures

UNIT 1 TERM 3 (6 WEEKS) –SURFACE DESIGNS

Visual Arts objectives-
Students will:
1. Explore different decoration techniques on paper and fabric
2. Develop motifs, patterns and pattern planning (layout)
3. Design a motif and use it to create a pattern
4. Research cultures to identify symbols used in surface decoration. Eg Adinkra Culture
5. Develop work based on given themes
6. Prepare products for display

Teaching and learning activities may include:
1. Developing motif using simple shapes
2. Constructing a grid for pattern layouts and motif alignment
3. Understanding the use of cultural symbols in an art work to create a printed work on paper or fabric

UNIT 2 TERM 3 (3 WEEKS) –INTRODUCTION TO GRAPHIC DESIGN

Visual Arts objectives-
Students will:
1. Develop awareness of graphic design and its role in communication in our environment
2. Identify 5 basic lettering styles eg. Block, italic, Gothic and Roman
3. Identify the Upper and Lower case lettering and writing in formal hand
4. Create unique lettering (calligraphic font style)
5. Design an original lettering style in upper case and lower case
6. Appreciate the value of lettering used in everyday signs and symbols

Teaching and learning activities may include:
1. Defining terms such as:
   - Graphic design
   - Lettering (calligraphy)
   - Illustration
   - Signs and symbols
2. Constructing letters with the aid of a graph paper
3. Create a series of words (ice, fire, thick, thin, etc.) using their own unique lettering style to match the meaning of the word.
4. Incorporate lettering onto drawn/constructed signs and symbols that can be found in their environment.