



Reavis High School  
Curriculum Snapshot/Cover Page for Introduction to Art



Unit 1: Design	
25-30 Days	Students will learn all the elements and principles of design, and how they are applied in a composition. Students will be able to utilize these elements and principles through the creation of linear, symmetrical, asymmetrical, and pattern/texture projects.



Unit 2: Drawing	
60 Days	Students will be able to use different line types effectively; create the illusion of depth on a 2-D surface; draw from observation; create a grid in order to transfer and enlarge images; understand body proportions and skeletal structure; understand facial proportions; and develop skills in the use of several drawing media. Students will learn the skills of smooth shading and gradation. They will observe the effects of a light source on an object. They will develop the illusion of form using value.



## Unit 3: 3-D Sculpture

60  
Days

Students will be able to render a 3-D model of a human head; differentiate between static and dynamic posturing; understand the properties of earthenware clay through various hand-building techniques; apply sculptural carving techniques; and use multiple techniques of embellishing and finishing ceramic forms.



## Unit 4: Painting

30  
Days

Students will be able to understand and apply color theory and color harmony. They will develop skills using tempera, acrylic, and watercolor paint. Students will practice brush control and other techniques specific to each medium. Students will create projects such as portrait, still-life, and abstract design. Students will be exposed to various historical art works that exemplify these genres.