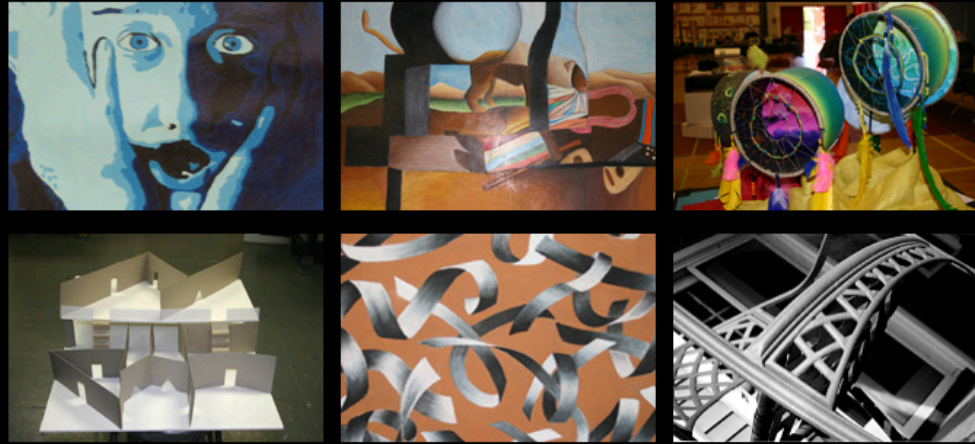


THE ART DEPARTMENT

**COURSE OFFERINGS AFTER
STUDIO IN ART**

HIGH SCHOOL PROGRAM OF STUDIES

The Eastchester High School Art Department offers an extensive program for students of varied interests and abilities. We encourage each student to realize his/her potential through self-expression in the Arts. Additionally, all of our courses are framed within a context of art appreciation, with historical and cultural references. After a foundation level Studio in Art course, which satisfies the one credit graduation requirement, students may choose to pursue a sequential program in Fine Art, or enroll in single courses as electives. Both options can lead to the Advanced Placement in Art, and can help students prepare a portfolio of work used for applying to colleges.



STUDIO IN ART
DRAWING & PAINTING
ADVANCED STUDIO IN ART
PORTFOLIO PREPARATION
ADVANCED PLACEMENT ART

GLOBAL CRAFTS 1
GLOBAL CRAFTS 2
ADVANCED CRAFTS

PHOTOGRAPHY 1

PHOTOGRAPHY 2

SCULPTURE 1

SCULPTURE 2

JEWELRY & METALSMITHING 1

JEWELRY & METALSMITHING 2

2D DESIGN

3D DESIGN

YOU WILL HAVE THREE OPTIONS AFTER 9TH GRADE STUDIO IN ART

1. Sequences leading to AP Art
2. Sequences leading to Advanced Regents Diploma
3. Electives as single courses

OPTION 1

Sequence Leading to AP Art

- Drawing AP (Studio in Art, Drawing & Painting, Advanced Studio, AP Art)
- 2D Design AP (Studio in Art, Drawing & Painting, Photography and/or 2D Design, Advanced Studio, AP Art)
- 3D Design AP (Studio in Art, 3D Design, Sculpture, Jewelry & Metals, AP Art)

OPTION 2

Sequence Leading to Advanced Regents Diploma

You may select any five full units of art

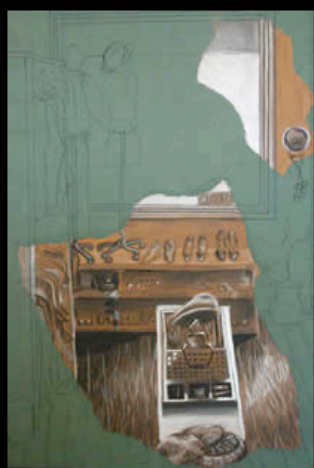
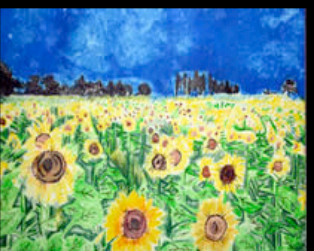
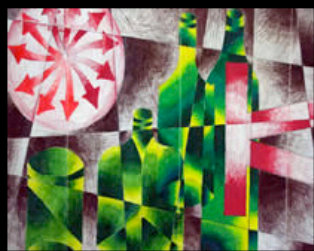
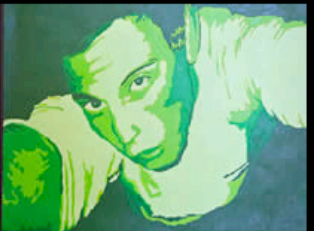
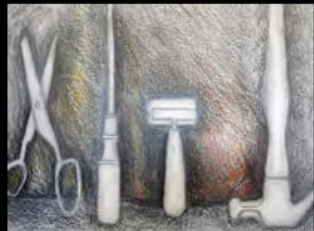
OPTION 3

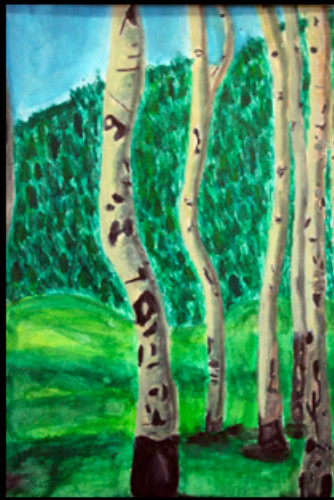
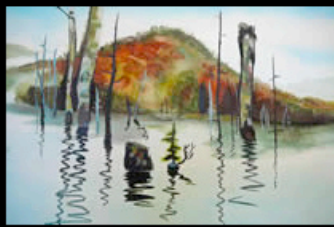
You may take Single Courses as
Electives

Drawing & Painting

Drawing & Painting is a full year course for those interested in Drawing and Painting .

Projects range from pencil, charcoal, pastel, oil pastel drawing and watercolor acrylic, and oil paint.







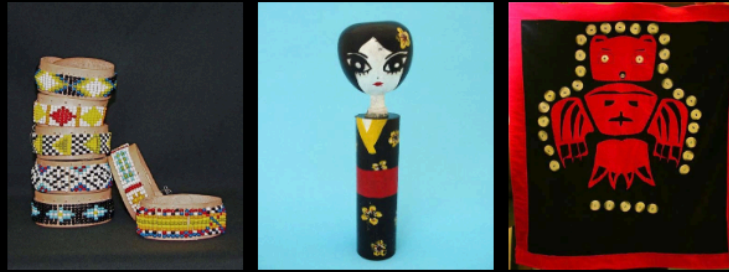


Global Crafts

Global Crafts 1 & 2 may be taken for a semester or two separate semesters, in any order.

The focus is on working with one's hands, mostly 3D. Projects include clay, fiber, wood, and mixed materials all from a cultural perspective looking at countries throughout the world and the type of handiwork they do

GLOBAL CRAFTS



SAMPLE ACTIVITIES

Grades: 10-12

Unit of Credit: ½ each semester

Prerequisite: Studio in Art

Global Crafts 1 is a one-semester elective course intended for the student who wants to become familiar with basic two and three-dimensional design techniques, and explore the arts through a variety of world cultures. Projects including, drawing, relief sculpture, painting, and board game designing. This course offers students a chance to investigate creative problem solving using the elements of art and principles of design. Introduction to art history and exposure to a variety of world cultures will guide students towards an appreciation of both craft and design.

Global Crafts 2 continues the exploration of craft and design throughout art history. Students will investigate a variety of crafts and media including clay, plaster, paper-mache, foam core, wire, and fiber arts. Sculpture, drawing for design, and craft techniques will be introduced. Student artwork will focus on multiculturalism, art history, and design for marketing. Global Crafts 1 and 2 serve students who are interested in pursuing the study of art, but prefer a more tactile experience.



Photography 1 and 2

Photography teaches the basics of shooting with SLR camera, developing film and printing in darkroom. Great for students who appreciate and recognize good composition and enjoy the visual world around them.

Photo 1 teaches fundamentals of shooting and darkroom printing. It must be taken as a prerequisite to Photo 2.

Photo 2 uses skills learned in order to develop an advanced portfolio as well as to learn new experimental techniques

PHOTOGRAPHY 1



SAMPLE ACTIVITIES

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio in Art

This course is designed to encourage students to use the camera creatively and to consider photography as a communication tool, emphasizing both technical and aesthetic concerns. Students learn to operate the 35mm single lens reflex camera. Shooting, developing, and printing in an 8 x 10" black and white format are also studied. Students work toward the completion of a portfolio of ten matted prints, due at the end of the semester.



PHOTOGRAPHY 2



SAMPLE ACTIVITIES

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio In Art

This course is designed to encourage students to use the camera creatively and to consider photography as a communication tool, emphasizing both technical and aesthetic concerns. Students learn to operate the 35mm single lens reflex camera. Shooting, developing, and printing in an 8 x 10" black and white format are also studied. Students work toward the completion of a portfolio of ten matted prints, due at the end of the semester.



Sculpture 1 and 2

Sculpture students learn to work with 3D materials such as clay, plaster, wood, wire, cardboard in a variety of carved, constructed and modeled forms.

Sculpture 1 must be taken as a Prerequisite to **Sculpture 2**.

SCULPTURE



SAMPLE ACTIVITIES

Grades: 10-12

Unit of Credit: ½ each semester

Prerequisite: Studio in Art

Sculpture 1 explores 3-dimensional design. As in Design, the concepts of visual communication will be explored but the materials and approaches are sculptural. Students work with wire, wood, clay, plaster, and foam-core, while they explore both additive and subtractive methods. Techniques of modeling, construction, carving, and casting will be explored.

Sculpture 2 is the sequel to sculpture 1 and continues to explore three-dimensional media through a variety of approaches. Projects examine realistic as well as abstract styles, in both relief and in-the round. Advanced techniques of carving, modeling with wax, and waste mold casting are introduced. Students examine their own work and become familiar with that of the Great Masters as well as contemporary sculptors.



Jewelry & Metalsmithing 1 & 2

Jewelry and Metals cover basics of designing and making jewelry. Students learn to work small-scale using primarily metal, but also glass and beading.

Jewelry 1 teaches fundamentals of wire bending, hammering, forging and soldering. Jewelry 1 must be taken as a prerequisite to Jewelry 2.

Jewelry 2 uses skills learned in order to build a portfolio of jewelry and functional pieces

JEWELRY & METALSMITHING



SAMPLE ACTIVITIES

Grades: 10-12

Unit of Credit: ½ each semester

Prerequisite: Studio In Art

In Metals 1, students learn the basics in designing and creating jewelry with metals and other materials. Techniques, such as braiding, piercing, hammering, soldering, and modeling will be explored. Students will make objects that are functional and non-functional.

In Metals 2, students continue to explore metalsmithing techniques and learn more advanced methods including stone setting, hollow ware, and an introduction to lost wax casting. There will continue to be an emphasis on design as it relates to functional and non-functional pieces.



2D Design & 3D Design

2D & 3 D Design are each semester courses where students learn to design projects for practical applications in the industry.

2D Design covers flat artwork such as such as book and CD covers, fashion design, poster and logo design.

3D Design includes toy design, architecture and package design.

