

VISUAL ARTS DEPARTMENT

Department Contact Information

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ADVANCED WEB PAGE DESIGN: COURSE #858

(May not be offered every year. Check the Program of Studies.)

The Department's Educational Philosophy

Art is essential in education. Students engage in art production, art history, art criticism and discussion of aesthetics to broaden their understanding of self and community, to place the arts in an historical and cultural context, and to experience the arts as a universal form of human expression and communication.

Guiding Principles

The art curriculum does the following:

- Emphasizes development of students' skills and understanding of creating and responding.
- Teaches the language inherent in the four disciplines: art production, art history, art criticism, aesthetics.
- Enables students to apply both imagination and rational thinking to the making of art.
- Enables students to invent and explore multiple solutions to a problem.
- Enables students to understand the value of reflection and critical judgment in creative work.
- Promotes knowledge and understanding of the historical and cultural context of the arts – how world cultures have been influenced and shaped by the arts.
- Facilitates positive peer interaction, including receiving and using feedback.
- Encourages self-motivation to create and problem solve.
- Uses artistic literacy as a natural enhancement to learning in other content areas.
- Fosters positive attitudes toward art and opinions of other artists.
- Uses a variety of assessment methods to evaluate what students know and are able to do.
- Introduces career possibilities.

ADVANCED WEB PAGE DESIGN: COURSE #858

Course Frequency: Semester course, five times per week.

Credits Offered: 2.5

Prerequisites: Web Page Design

Background to the Curriculum

The curriculum for Advanced Web Page Design was created by Nat Martin over the summer of 2003 and first offered during the 2003-2004 school year.

Core Topics/Questions/Concepts/Skills

Advanced Web Design provides students with the opportunity to enhance their web design skills through independent projects, as well as small challenges designed to augment their technical knowledge. Students build on technical and design knowledge gained in Web Design as they move toward a more personal style of design.

Course-End Learning Objectives:

<u>Learning Objectives</u>	<u>Corresponding state standards, where applicable</u>
1] To create a website that functions as a portfolio for their work and demonstrates their own personal style.	1.14 Demonstrate an ability to see their own personal style . . . 4.13 Create a presentation portfolio that includes work in several media and that demonstrates a progression of ideas . . .
2] To report on the work of a professional web designer through an electronic interview and a small report.	5.9 Use published work . . . to research a body of work or an artist and present findings in written or oral form. 5.11 Analyze a body of work . . . explaining its meaning and impact on society . . .
3] To generate independent projects for a variety of school or community clients.	4.5 Demonstrate the ability to describe preliminary concepts verbally, to visualize concepts in clear schematic layouts, and to organize and complete projects.

	<p>4.9 Demonstrate the ability to conceptualize, organize and complete long-term projects, alone and in group settings.</p> <p>6.6 Describe and analyze examples of art forms that integrate practical functions with aesthetic concerns.</p> <p>9.4 Identify and describe examples of how contemporary artists use computer technology in their work.</p>
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Assessment

Students are assessed through self-assessment, teacher feedback and peer critiques.

Technology and Health Learning Objectives Addressed in This Course

(This section is for faculty and administrative reference; students and parents may disregard.)

<u>Course activity: skills and/or topics taught</u>	<u>Technology standard(s) addressed through this activity</u>
<p>1] Students will interview a web designer, focusing on his or her ideas about design, working methods and programs, as well as employment and work experiences.</p>	<p>2.16 Identify ways in which technology is used in the workplace and society.</p>

Materials and Resources

Equipment

Sony Mavica digital cameras, iMac computers, inkjet and laser printers, flatbed scanners

Software

Adobe Photoshop, Adobe GoLive CS, and Macromedia Flash