

<b>Course Name</b>	Digital Art	<b>Grade</b>	10
<b>Course Code</b>	AWS201	<b>Credit Value</b>	1
<b>Pre-Requisite</b>	None	<b>Or Recommended Pre-Requisite</b>	None
<b>Type of Course</b>	Visual Arts (Open)		

### Sir John A. Macdonald Institute Course Brief

TEXTBOOKS                      None                      REPLACEMENT COST (if lost or damaged)

ADDITIONAL RESOURCES /LEARNING MATERIALS      REPLACEMENT COST (if lost or damaged)

#### Course Description

Visual Arts courses focus on studio work and art appreciation and are primarily concerned with exploring the expressive character of how we see and the design of things we use. Within these courses, visual literacy expands into a broader perception – turning seeing into vision, translating reality into symbols and connections, and enhancing all other learning experiences. Learning through visual arts helps students communicate using their imagination, ideas, observation, and feelings. Students will learn how societies and cultures construct and record their history, values, and beliefs in addition to exploring the rich heritage of Canadian art.

#### Curriculum Strands / Categories (this may differ depending on discipline and level)

**Knowledge and Understanding:** Subject-specific content acquired in each grade/course (knowledge), and the comprehension of it's meaning and significance (understanding)

**Thinking:** The use of critical and creative thinking skills and/or processes

**Communication:** The conveying of meaning through various forms

**Application:** The use of knowledge and skills to make connections within and between various contexts

#### Assessment and Evaluation of Student Achievement

Unit	Unit Title/Description	Evaluation Task	Achievement Chart Focus
Unit 1	Introduction to Digital Art	Mutant Me	Appl., kn/und., comm., th.
Unit 2	From Drawing to Digital: Elements of Art, Drawing Basics, Intro to Photoshop	Fantasy Me	Appl., kn/und., comm., th
Unit 3	From Digital to Painting: Photography Composition, Photoshop for Collage, Painting Techniques and Methods	Fantasy World	Appl., kn/und., comm., th.
Unit 4	Sculpture and Video	Stop Motion	Appl., kn/und., comm., th
Unit 5	Animation – GIFs and Moving Keynotes	GIF & Keynote	Appl., kn/und., comm., th

## Levels of Achievement

For Grades 9 to 12, a student's achievement of the overall curriculum expectations will be evaluated in accordance with the achievement charts in the provincial curriculum and will be reported using percentage marks.

Achievement Level	Percentage Mark Range	Achievement Description
HL4/L4+ L4 LL4/L4-	95-100 87-94 80-86	Level 4 demonstrates achievement that surpasses the provincial standard. The student demonstrates the specified knowledge and skills with a high degree of effectiveness.
HL3/L3+ L3 LL3/L3-	77-79 73-76 70-72	Level 3 represents the provincial standard for achievement. The student demonstrates the specified knowledge and skills with considerable effectiveness. Parents of students achieving at level 3 can be confident that their children will be Prepared for work in subsequent grades/courses.
HL2/L2+ L3 LL3/L3-	67-69 63-66 60-62	Level 2 represents achievement that approaches the provincial standard. The student demonstrates the specified knowledge and skills with some effectiveness. Students performing at this level need to work on identified learning gaps to ensure future success.
HL1/L1+ L1 LL1/L1-	57-59 53-56 50-52	Level 1 represents achievement that falls much below the provincial standard. The student demonstrates the specified knowledge and skills with limited effectiveness. Students must work at significantly improving learning in specific areas, as necessary, if they are to be successful in the next grade/course.

Students who achieve below 50% have not met curriculum expectations; a credit will not be granted.

Learning Skills	Assessment of Learning Skills
Responsibility Organization Independent Work Collaboration Initiative Self-Regulation	Excellent (E) Good (G) Satisfactory (S) Needs Improvement (N)

Weighting by Strands/Categories			
Knowledge and Understanding	20 %	Communication	20 %
Thinking	30 %	Application	30 %

**Assessment and Evaluation Strategies:** the following is a list of potential A/E strategies used within the course; the list may not be exhaustive and is subject to change.

- Critiques
- Peer assessment
- Sketchbook/journal
- Brainstorming
- Think-pair-share
- Self-assessment/reflection
- Open discussion
- Mind maps
- Art theory

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