

Ms. Bjork <http://phsvisualartdept.weebly.com/drawing-2-painting-2-assignments.html> <mailto:bjorjea@pewaukeeschools.org>

### Assignment Description: Printmaking Unit

Create an edition of 6 prints using your own drawings, photos or paintings as a starting point; and utilizing Gelli rubber stamp, and other mono-printing techniques to develop a series that explores surface design and texture.

#### Specifics:

- Work must be between 6 inches square and 8.5 x 11 plus a 1-2 inch border around the image.
- Final 3 prints must be mounted for display.
- Show that you understand and can apply knowledge of the 3 Cs of quality art-making
- Composition: Is there evidence of competent visual organization and design?
- Craftsmanship: Is there evidence of technical proficiency and visual acuity?
- Concept: Is there evidence of a clear conceptual idea present that most viewers understand?
- Work must be detailed and fully rendered in media chosen; this must include the kinds of marks that are required for the printing process that you've chosen to work from.
- Work must be developed in an edition and labeled properly with edition numbers and artist signature
- Work must show a unique, original concept that has been successfully transferred using the technique chosen
- The subject of the final work is open so long as it is school appropriate
- Typography could be part of the print, so long as it is designed into the artwork and makes sense for the concept of the print.

#### Visual Journal Requirements:

- Develop 2-4 pages in your Visual Journal that experiment with techniques and a plan for your edition of prints. **The pages should include:**
  1. written research about the techniques you will try and a list of at least 3 printmaking artists whose work you explored explain in writing how they have influenced your art-making process.
  2. sketches that plan your composition and prints
  3. mini-printing (2-3 inch patches) trying the techniques. Look online and in the books I have in the classroom to chose a technique or two that you will explore.
  4. All of the above Visual Journal requirements are due the end of next class and should utilize VJ techniques including collage, multimedia, designed typography (give each page a title), full color, not just pencil.

Reportable Standard	Priority Standard
In each box list the reportable standard to be assessed <u>in the unit</u>	In each box list the Priority Standard(s) associated with each Reportable Standard that will be assessed <u>in the unit</u>
RS 1 CREATE Plans complex concepts for creative artwork that connect to history, society and/or personal life experiences.	PS1-Apply and utilize the elements and principles of design in the creation of visual art. PS4- Create and plan artwork that illustrates Complex Conceptual Development: Evidence of a clearly thought-out and communicated idea. PS7 Connect artistic ideas & works with personal, societal, cultural and/or historical context to deepen understanding.

<p><b>RS 2 CREATE</b> Plans and develops complex compositions through quality craftsmanship.</p>	<p><b>PS1-</b>Apply and utilize the elements and principles of design in the creation of visual art.  <b>PS2-</b> Create and plan artwork that illustrates quality Craftsmanship: Evidence of technical proficiency and visual acuity.  <b>PS3-</b>Create and plan artwork that illustrates Complex Composition: Evidence of competent visual organization and design.</p>
<p><b>RS 3 PRESENT &amp; RESPOND</b> Interpret and evaluate the meaning of art work through the critique process.</p>	<p><b>PS5-</b> Present final artworks for public display via internet or gallery exhibit.  <b>PS6-</b> Analyze, evaluate and critique artwork in oral and written form using art-specific vocabulary to Respond to and Interpret artwork.</p>

**Summative Assessment(s)**

- Identify the summative assessment(s) that will be administered & graded in the unit.**
- Visual Journal pages planning and researching printmaking and exploring processes.
  - Critique of final collection of 3 best matted prints + other prints attempted
  - Written artist statement

**Learning Targets**

- The Student Will....**
- PS 1**
- Create a drawings and paintings that explore lighting, space and mood.(K, S, P)
  - Utilize the elements of space, value and color in finished paintings and drawings. (K, S, P)
- PS2-**
- Create an edition of prints using varied printmaking techniques and media appropriate to technique. (S, P, K)
  - Design multiple visual journal pages that investigate and plan a complex concept and composition for the assignment. Be creative with your design of the sketch pages. (S, P)
- PS3-**
- Establish a strong *focal point* in 2D composition. (S, K, P)
  - Develop an interesting, meaningful and purposeful break-up of 2D *space*. (S, K, P)
  - Illustrate an awareness of positive and negative spaces. (S, K, P)
- PS5-**
- Prepare final prints for presentation during critique and gallery display. (P, S)
- PS6-**
- Evaluate the prints with a written artist statement using the It's CLEAR format for writing. (R,K)
  - Explain how the criteria was met for this unit. (R,K)
  - Explain what elements and principles of art were used. (R,K)
  - Explain the strengths of your free choice nature drawing (R,K)
  - Describe improvements or changes (R,K)
  - Explain how to implement these changes. (R, K)
- PS7-**
- Create original prints based on students' own observations of real life or imaginative illustrations. Utilize strong composition, concept and craftsmanship. (R, S, P)

**Priority Standard Proficiency Scales**

**For each Priority Standard listed above create a Proficiency Scale that clarifies the levels of proficiency for the Priority Standard in the context of the unit.**

**Proficiency Scale:** Describing levels of a Priority Standard vs. **Rubric:** Describing levels of a task

**\*\*You may use a Priority Standard to score an assessment or you may develop a rubric specific to the assessment\*\***

Priority Standard	4-Advanced	3-Proficient	2-Approaching	1-Minimal
PS1-Apply and utilize the elements and principles of design in the creation of visual art.	Intentionally and mindfully create works of art that creatively incorporate the elements and principles of design.	Intentionally and mindfully apply and utilize the elements and principles of design in the creation of visual art.	Apply and utilize the elements and principles of design as a basic foundation for creating visual art.	Use and application of elements and principles of design is not clear.
PS2- Create and plan artwork that illustrates quality Craftsmanship: Evidence of technical proficiency and visual acuity.	Create and plan artwork that illustrates exceptional quality Craftsmanship: Evidence of advanced technical proficiency and visual acuity.	Create and plan artwork that illustrates quality Craftsmanship: Evidence of technical proficiency & visual acuity.	Create artwork that illustrates basic craftsmanship, lacking detail and command of media chosen.	Underdeveloped quality and care with media. Final presentation is missing or incomplete.
PS3-Create and plan artwork that illustrates Complex Composition: Evidence of competent visual organization and design.	Create and plan artwork that illustrates innovative complex compositions: Evidence of exceptional visual organization and design of space (2D, 3D, 4D).	Create and plan artwork that illustrates complex compositions: Evidence of competent visual organization and design of space (2D, 3D, 4D) .	Create artwork that illustrates basic compositions: Some evidence of visual organization and design of space (2D, 3D, 4D).	Underdeveloped composition, incomplete organization and design of space.
PS 4 Create and plan artwork that illustrates Complex Conceptual Development: Evidence of a clearly thought-out and communicated idea.	Create & plan artwork that illustrates imaginative,conceptual development with evidence of creative problem solving and interpretation of the idea.	Create and plan artwork that illustrates Complex Conceptual Development: Evidence of a clearly thought-out and communicated idea.	Create artwork that illustrates a basic concept.Followed directions but sought a simple, basic solution & interpretation of the idea.	Create artwork that does not illustrate a clear concept and planning process. Work did not solve the problem set forth by the assignment.
PS5- Present final artworks for public display via internet or gallery exhibit.	Design and create a final presentation of artworks that engages the viewer and becomes a work of art in and of itself.	Design final presentation of artworks for public display that enhances and highlights the original artwork via internet, classroom or gallery exhibit.	Design basic presentation of final artworks for public display via internet, classroom or gallery exhibit.	Final presentation of artwork is lacking finish and thought.
PS6- Analyze, evaluate and critique artwork in oral and written form using art-specific vocabulary to Respond to and Interpret artwork.	Creatively engages in analysis and evaluation of artwork with meaningful critique contributions in oral and written form using art-specific vocabulary.	Analyze, evaluate and critique artwork in oral and written form using art-specific vocabulary.	Basic analysis and evaluation of artwork through oral and written critique, using simple art-specific vocabulary.	Analysis and evaluation of artwork through oral and written critique process is lacking, incomplete or does not use art specific vocabulary.

<b>PS7</b> Connect artistic ideas and works with personal, societal, cultural and historical context to deepen understanding.	Invents ways to innovatively connect to artistic ideas and works with personal, societal, cultural and historical context to deepen understanding.	Connect artistic ideas and works with personal, societal, cultural and historical context to deepen understanding.	Basic connection of artistic ideas and works with personal, societal, cultural and historical context to deepen understanding.	Lacks connection of artistic ideas and works to personal, societal, cultural and historical context to deepen understanding.
---	--	--	--	--