

Art4/5 CREATE/REFLECT

RUBRIC:

30 points- Divide the sketchbook into four equal quarters. You should fill about a quarter for each deadline. Sketchbook is brought to school every class.

10 points each- Each of the **five types** of entries are included at each check.

Grade sheets:

10 points

I will be checking that you staple or tape your project grade sheets in the front of your sketchbook.

Deadlines:

Oct. 19 - Sketchbook 1
Dec. 17 - Sketchbook 2
Feb. 6 - Sketchbook 3
April 25- Sketchbook 4

By the final sketchbook, you should have completely filled the book.



EXPECTATIONS:

1. Students should bring their sketchbook to class EVERY DAY.

2. Students should work continually on their sketchbook.

3. Fill the sketchbook by the end of the year.

CURIOSITY

Part 1. Pose a question related to the connection between art and government. Then answer it by researching, writing, and, drawing a 2 page spread.

Part 2. Pose a question related to an artist or artwork that you love or hate. Ask questions about their ideas, and process. Seek to better understand their work and share what you've learned here as a 2 page spread.

REFLECTION

Reflection on your classroom projects (in process and finished) as well as what you are learning in class. This is an opportunity to communicate directly with the instructor. - Ask specific questions for each quarter. "Why do you create art?" What do you want your senior show to look like?"

SPOTLIGHT ARTISTS

Draw a copy of CLASS OR INDIVIDUAL (from our critiques) spotlight artists for the quarter. Document the credit line info. Research and reflect on why this artist was suggested to you. What can you learn from them?

OBSERVATION- Draw every day

Students should draw from life every class day for at least five minutes. Whatever you want to draw as long as you are looking while drawing.

PLANNING

Students should do preliminary sketches and/or thumbnails for classroom projects or other art projects.

PLAY

Creative play is one of the most rewarding aspects of art. It is often the birthplace of our next great idea. Experiment and take risks. There is no right or wrong, just try something new.