

Welcome (& welcome back) to school and to the **SRHS ArtQuest Digital Art** program. Please read these next 3 pages carefully and place it in your sketchbook for future reference. I require that students and a parent or guardian sign and date the information sheet at the bottom of the last page and that the student return it to me no later than Friday, August 29th, 2014. Hopefully this outline of the course description, expectations and rules will help to answer questions. Parents/Guardians are welcome to call me with any questions or concerns. I am here to help all of my students succeed. So, here's to a great year!

Overview

ArtQuest Digital Art classes will incorporate the California State Department of Education Framework for the Visual Arts at the appropriate levels. It is assumed that students who have applied and have been accepted to the Digital Arts program have a deep interest in the convergence of Art and Technology and some experiences in making artwork.

Basically, the State Framework is organized around the following four components:

- Artistic Perception - Perception of art and identification of structures and functions of art, using the language of visual arts.
- Creative Expression - Making art works and developing skills with the variety of media and processes, expressive of personal experiences or responses
- Historical and Cultural Context - Exploring the role of art in culture and human history, including themes and style.
- Aesthetic Valuing - Deriving meaning from art works through analysis, interpretation and judgment.

What this all means is that we will look at art in various forms and from many cultures. We will study and engage with elements and principles of art. We will develop and refine skills utilizing a variety of software. We will make artworks on paper and for computer screens. We will discuss and make artwork in response to today's cultural issues as well as artwork addressing more personal issues. We will investigate the interrelationships of art and technology as well as the relationship of art in other aspects of contemporary culture.

Course Description

It is extremely important to understand that this is not just a computer class. The specific emphasis of this course work is on art and the use of the computer software as tools to produce art work of significant quality. Through the process of collaborative projects, lecture and research, students will begin to acquire high levels of artistic and technological skills.

Attendance

Students are expected to arrive to each class on time and be prepared to engage in serious study and research for the duration of the class. Attendance will be taken by either roll call or visual observation at the beginning of each class. Excessive unexcused absences or tardies will result in a lower grade. Because this class requires that you be present both physically and mentally, no personal radios or headsets will be allowed in the classroom at any time during the school year.

Grading Criteria

You will earn a grade for every assignment. In addition, you will receive many grades for the work in your sketchbook. Incomplete and/or late work will result in lower points for each class period past the due date. For Example: A project grade of A- becomes a B+ if handed in by the next class meeting an A- becomes a B if handed in by the second class meeting past the due date, etc. In addition, grades will reflect the student's:

- Ability to demonstrate grasp of lecture material through the creation of exceptional artwork.
- Originality in execution of high quality ideas.
- Ongoing dedication to developing creative/artistic growth, techniques, and visual library.
- Desire to analyze, implement, and challenge suggestions received during all critiques.
- Quality of craftsmanship and degree of professional presentation.
- Appropriate use of lab and equipment during school hours.
- Appropriate use of time during lab hours.
- Effectively meeting or surpassing any requirements of this course.

While I do not grade on behavior it is important to note that inappropriate behavior has a profound effect on completing quality work. If you are talking and/or disrupting the class you are not moving forward in your work. If you are not moving forward in your work your grade suffers.

Journal/Sketchbook

All students will be provided a journal/ sketchbook. You should never underestimate the value of your journal/sketchbook and its impact on your artistic development and your final grade. Many out of class research assignments will be required. These assignments will usually be centered around visual observation and documentation in your sketchbook (Each will be graded). This instructor strongly suggests that students dedicate a minimum of 5 hours of sketchbook drawing a week (1 hour a day) in addition to the 10 hours of regular class lecture/lab time. This type of dedication will greatly enhance your observational drawing skills. We will talk more about this in class. You will be required to think and record your thoughts in your journal/sketchbook. Sketchbooks are not only for drawing but for storing concepts, quotes, significant historical information, images from magazines, writing down dreams, pasting your fortune from a fortune cookie, etc. Your sketchbook is your vault of ideas. You may want to view your sketchbook as a dictionary of who you are as an artist. Consider your sketchbook your constant companion. Don't leave home without it! I will be asking to see the progress in your sketchbook every week. Bring it home to work on assignments and to every Digital Arts class. Leaving your sketchbook in your locker is not acceptable. You will receive credit for significant effort in your sketchbook each week. In other words, the use of your sketchbook is mandatory. We will discuss journals/sketchbooks in greater detail in class.

Rules

Everyone should be working diligently, and that doesn't leave a lot of time to ponder the rules. If you are thinking, researching, working, reworking and so on, your behavior will take care of itself. Of course, you must follow all school-wide rules and they are detailed for you in the SRHS Student Handbook. Make sure that you have a copy.

Our classroom rules are simple, and they revolve around respect and responsibility.

- Respect other people and their work (Keep a noise level that helps others and yourself work. Be honest, but kind during critiques).
- Respect yourself and your own work (Consistently do your best. Take care of your work).
- Respect the environment, supplies and equipment (Use equipment carefully. Keep everything in the studio in good repair. Clean and organize. Don't take anything that doesn't belong to you).
- Be responsible in all that you do (Clean up your part and the whole studio, too. Write down your assignments. Finish your work and turn in assignments on time).

- The Digital Arts lab requires a lot of time, energy and funds to keep it in top working order. Do not tamper with your computer or attempt to install any software on your computer without permission. Doing so will result in possible dismissal from the lab.
- These and additional rules will be discussed in class in greater detail.

Personal Phones

I do allow students to have their cell phones on (*ringers off) during class. I know that there will be times when parents will need to contact their children. If I am notified in advance that a student has an emergency situation that requires they make or maintain contact with a parent during my class they may do so. Please keep these calls to a minimum. Calling your child during appropriate times (brunch, lunch) is strongly suggested and is very much appreciated.

Student phones are on during in my class for important parent contacts and emergency purposes only. Otherwise voice calls and texting are forbidden during lab and lecture.

Materials

We use many high quality materials in this program. There is a lab materials contribution of \$ 125.00 per year. This will provide each student with some basic supplies (e.g., a sketchbook, flash drive, printing paper, ink, DVD/CDs, field trips and entry fees to film festivals etc.).

Learning or Physical Disabilities

If you have a learning or physical disability that requires special classroom modifications, please schedule a meeting with me as soon as possible to discuss the condition and any requirements necessary for you to successfully complete the course work in this program.

(I) WALKING FIELD TRIP PERMISSION FORM:

Dear Parent/Guardian:

From time to time, we will be taking walking field trips off campus to places such as the Santa Rosa Junior College Gallery, the Sonoma County Museum, and commercial galleries in downtown Santa Rosa. By signing this permission slip, you are giving permission for the student noted below to go on these walking field trips with the class and instructor. Please complete and return to me no later than Friday August 31, 2012. (Permission slips for field trips involving transportation will be sent home separately for each individual trip).

Student's Name_____

As the parent or legal guardian, I give my permission for the student named above to go on walking field trips as described above, with the ArtQuest Digital Arts instructor and class during the school year, 2015/2016.

Parent's Name_____

Parent's Signature_____ Date_____

(2) Contributions

Please return this signed permission sheet along with contributions for the lab materials of \$125.00 by Friday August 29, 2014. Make check payable to "ARTQUEST at Santa Rosa High School", Supplies and materials will be used and distributed through out the school year.

(3) INFORMATION SHEET STATEMENT

We have read the Online Welcome and syllabus and understand the attached ArtQuest Digital Arts information sheet for the school year, 2014-15, which outlines the class expectations, rules, procedures and contribution requirements.

Name of Student _____ Grade _____

Signature of Student _____ Date _____

Name of Parent or Guardian _____ Phone _____

Signature of Parent or Guardian _____ Date _____

Parent's e-mail _____