

## ART HISTORY AND FINE ARTS

Art History is an integral part of the instructional program at Highpoint Academy's Elementary and Middle School. Understanding the need to allow students to express their creativity through self-expression, students are encouraged to develop their individual talents through the Arts.

In Elementary, the media used to create Art will primarily consist of drawing paper, construction paper, tissue paper, recycled objects, crayons, colored pencils, clay, charcoal, oil pastels, tempera, watercolor and acrylic paints. The students' art work is exhibited throughout the school and entered into local competitions such as *The Dade County Youth Fair*.



In Middle School, the curriculum focuses on students understanding the significance of visual arts in relation to historical, social, political, spiritual, environmental, technological, and economic issues. Students will recognize significant works of Western and non-Western Art and will understand the chronological development of art movements including the Renaissance, Fauvism, Impressionism, Surrealism, Cubism, and Pop. Students will also understand that by responding to art they will be able to connect with different cultures and time periods.



Students will also be exposed to many works and influences of Master Artists including Leonardo Da Vinci, Michelangelo, Matisse, Monet, Van Gogh, Cezanne, Miro, Picasso, and Warhol. After a period of lecturing, students will be free to create their own inspiration and interpretation of the discussed art movement. Students will realize that creating art involves a variety of strategies that will be used to communicate personal meaning and self-expression. Students will learn and will be expected to apply elements (line, shape, form, texture, color, value, and space) and principles (repetition, variety, rhythm, proportion, movement, balance, emphasis, and unity) in their work to effectively communicate their ideas.

Depending on the grade level, several art books will be incorporated into the curriculum including but not limited to: "The Usborne Art Treasury" by Rosie Dickens; "Discovering Great Artists: Hands-On Art for Children in the Styles of the Great Masters (Bright Ideas for Learning)" by MaryAnn F. Kohl; "Let's Meet Famous Artists" by Harriet Kinghorn and Jacqueline Badman; and "Masterpiece of the Month" by Jennifer Thomas.

In addition to hands on materials and books, the Art program incorporates the use of an iPads and Smart boards. Using a variety of apps such as "Let's Create! Pottery HD" and "I'm Painter" students are able to experience a variety of creative activities using these hands on tools.



In "Let's Create! Pottery HD" students will experience a virtual pottery wheel and create clay masterpieces which can be shared with each other via the Smart board.

Using "I'm Painter", students will be able to create new pieces of unique art modeling classic paintings such as Leonardo da Vinci's "Mona Lisa" and Van Gogh's "Starry Night".

As well as creating on the iPad, students will be exposed to interactive story books which depict the lives of the great artists. Apps such as "Van Gogh and the Sunflowers" and "Leonardo Da Vinci- Dream Inventor" allow students to take a journey into the history and lives of these great pioneers of Art. With animated story book and characters the students are able

The iPad and Smart Boards are also used to take students on interactive journeys across the globe using Google Earth and various educational websites. With the integration of this advanced technology curriculum, students are able to explore firsthand the great works of Michelangelo at the Sistine Chapel in Vatican City, and the first art known to man in the Caves of Lascaux in France. Students are able to discuss, explore and experience this art using a variety of hands on media.

**Submitted By:** Art and Specialized Teachers Team

