BHS Rising Freshmen Presentation: Visual Arts

An overview of the Bedford High School Art department and the courses available to our incoming freshmen students

Art classes that are available to freshmen students:

Art 1 - Major (meets 4 times in a 6 day cycle) or Minor (meets twice in a 6 day cycle) Ceramics 1 Digital Art 1 Digital Photography 1 Sculpture

Each of the classes listed above, with the exception of our new Sculpture course, has a second (and in some instances a third and fourth) follow up, advanced class that is available once students take the introductory course.

Each student is required to take one Art course while at BHS (but we hope you take more!)

Frequently Asked Questions:

Does my student have to take an Art class freshman year?

No, but they do need to take one class during their four years at BHS as a graduation requirement

Can my student take more than one Art class in one year?

Yes. It is common for students to take more than one course in a year, especially if they are interested in taking additional advanced courses in 10th, 11th or 12th grade, as they can more quickly find out what kind of Art class they prefer taking.

My student loves to draw. What courses do you suggest they take?

It depends on what medium they enjoy. If they like working traditionally with pencil and paper, Art 1 would be a good fit. If they like to draw on an iPad, Digital Art would probably be a better choice.

Art is my students favorite subject. What courses do you recommend they take?

Again, this is specific to what medium they like, but Art 1 Major has been a popular choice for students who really love to draw. This course meets four times in a six day cycle, so they get as much Art as they would an English class, for example. Another way to schedule Art is to take two minor classes in the same year to get more variety, such as Digital Art 1 minor and Art 1 Minor.



This introductory course in visual problem is organized around a variety of media selected to help students express and illustrate the design elements (line, shape, value, form, texture, space, color) and design principles (contrast, balance, repetition, variety, unity, movement, harmony). Students will enjoy a variety of experiences, such as drawing, painting, sculpture, printmaking and ceramics. The objectives of these courses emphasize exploration and discovery through studio work.

Students will use a wide variety of materials such as:

pencil, colored pencil, oil pastel, pastel, watercolor, tempera, acrylic paint, ink, collage materials, clay, wire, foam core, plaster craft, printing ink, various papers, sketch books, found objects, as well as books, reproductions and digital work.

- Use tools and materials in a safe and responsible manner.
- Use a variety of media to create original works of art.
- Participate in class critiques, reflect on their work and the work of others.
- Use color in a systematic way.
- Represent forms and space using a variety of strategies and visual devices.

Art 1 Student examples

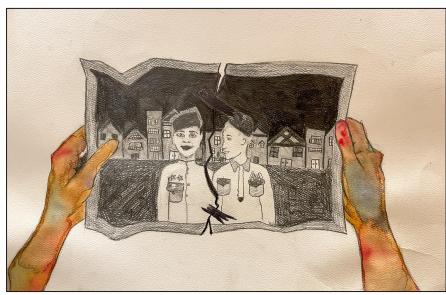








Art 1 Student examples





Ceramics 1

Course Description:

This course introduces students to basic hand-building and wheel throwing techniques through a variety of concepts and experiences. Students will be expected to apply design elements and principles as they create functional and sculptural forms in clay. In addition, students should be willing to take creative risks in striving to develop personal ideas and interests in an original style. Individual expression is encouraged along with the appreciation for disciplined work habits in art.

Students will work on a variety of projects, including but not limited to:

slab project, pinch project, sculptural work, coil project, wheel-working and projects using combined techniques.

- Use tools and materials in a safe and responsible manner.
- Understand the properties of clay and glazes.
- Participate in class critiques, reflect on their work and the work of others.
- Use different methods of handbuilding, such as coil, slab, and pinch construction.
- Relate surface decoration to three dimensional form.

Ceramics 1 Student examples

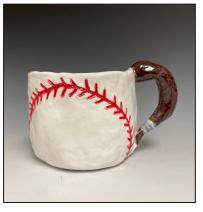






Ceramics 1 Student examples











Digital Art 1

This computer arts course focuses on different ways students can create digital art. Through your active participation in this course, you'll gain a good introductory understanding of many fundamental aspects of digital art-making. Using a variety of tools, including computers, iPads, digital cameras, scanners, iPad apps and Affinity Photo and Designer, students work on a wide variety of projects. The aim throughout the course will be to help you gain skill and confidence with both the technical and the artistic skills involved in making digital art. Additionally, a strong emphasis is placed on visual problem solving and the communication of ideas through the thoughtful and creative integration of type, text, and imagery.

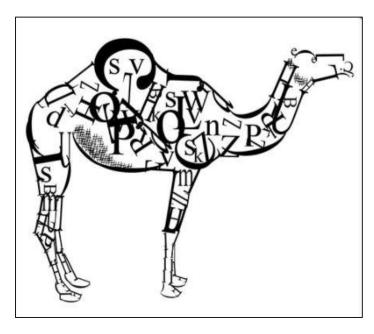
- Save, organize and work with digital files.
- Understand fundamentals of several creative software programs.
- Create original works of art that respond to a prompt.
- Participate in class critiques, reflect on their work and the work of others.
- Generate original artworks that incorporate source imagery.
- Generate original artwork "from scratch."
- Effectively combine text with imagery to communicate messages and to express feelings and ideas.

Digital Art Student examples





Digital Art Student examples







Digital Photography 1

This class is designed for students who are new to both digital photography and digital media. During the course we will cover basic elements of art utilized in photography, digital cameras and the basics of using photo editing software and digital manipulation. Topics for this course include basic phone or iPad camera operation, composition, lighting (both natural and studio), basic image enhancements using editing software. Students will receive instruction through various forms of lecture and demonstration, observation, application, collaboration or group work, self-reflection and group critiques.

- Effectively combine elements of art and principles of design in photographs to create desired effects.
- Operate cameras, computer editing software and lighting equipment to take and manipulate photographs.
- Create artwork that conveys intended messages to viewers.
- Participate in class critiques, reflect on their work and the work of others.
- Select, curate and maintain a portfolio of digital photographs.
- Create photographs appropriate for particular kinds of photo editing and manipulation.
- Make informed decisions about whether and when tto make use of "automated" camera functions.

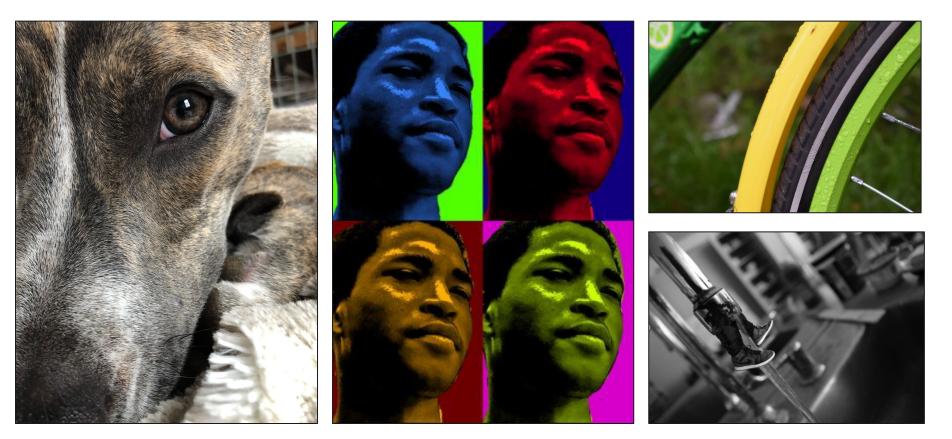
Digital Photography Student examples







Digital Photography Student examples



Sculpture

This course will focus on using a variety of traditional and non-traditional art-making materials and techniques to create 3D forms. Students will explore the ways that materials convey ideas and experiment with the elements of sculpture, including but not limited to; line, color, texture, space, volume, mass, movement, and scale. With an emphasis on using materials in creative, unexpected ways, students will be challenged to question the preconceptions of what can be turned into an artwork and how three-dimensional artwork conveys meaning. Over the course of the year, three-dimensional design solutions may be created with paper, cardboard, wood, wire, string, plastic, fabric, plaster, clay, found objects or other materials. Projects will require students to make personal connections to their artwork and show meaning using their own artistic voice.

- Use tools and materials in a safe and responsible manner
- Use a variety of media to create original works of art
- Participate in class critiques, reflect on their work and the work of others

Sculpture Project Examples



Sculpture Project Examples







Thank you! We look forward to seeing you in our classrooms!

Contact Information:

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