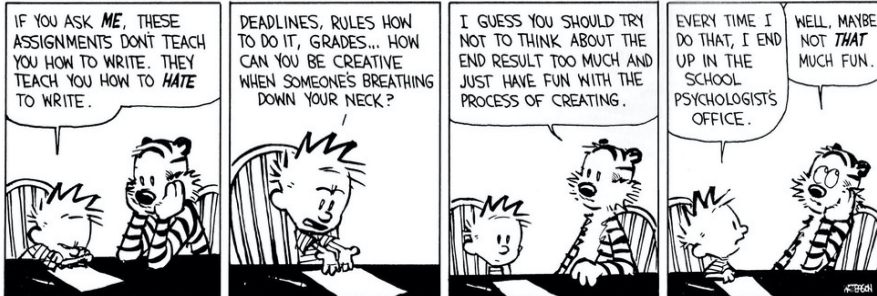


Welcome to Ms. Schmit's Wonderful World of Art & Design

NWSA Rm. F100 elizabetha.schmit@cms.k12.nc.us CreativeSchmit.com



Visual Art Class Fees
\$25 for each visual arts class you are taking.
 Pay here: www.nwsavab.com

Students will always have access to the materials they need to be successful; However, these fees managed by our Visual Arts Boosters (VAB) help support our program with the extraordinary opportunities unique to NWSA. If you can't afford them or would like to help others pay theirs, just email Ms. Schmit for more information.

Mrs. Schmit's Class Schedule

A1 - Ceramics Beginning	B1 - Metal & Fibers IPA
A2 - Ceramics Beginning	B2 - 8th Grade Art
A3 - Sculpture IPA	B3 - Planning
A4 - Planning	B4 - Ceramics IPA

Please contact me with any questions or concerns as they come up. **Email is the best way to reach me** frequently have meetings during my planning. I do my best to check it at least once a day and will reply as soon as I read it.

Class Rules

1. **Mutual Respect**, includes everyone and everything
2. **Show Up!** both mentally and physically
3. **Do YOUR best!** It's all about *your* personal progress

Break or follow, your actions choose the results...

Positive: when class rules are followed and general class expectations met, we do more stuff, more independence by building trust, and less nagging from parents/guardians and Ms. S.

Negative: Breaking Rules or failing to meet expectations, means more nagging, less cool stuff, less trust resulting in less independence.

1st warning: given verbally in class and/or in classwork comments.

2nd warning: parents/guardians notified

3rd Warning: office referral and parents/guardian notified usually resulting in either a parent meeting, ISS, or OSS.

Depending on severity, may skip to Office Referral or immediate ISS.

Stuff You Need Everyday

Chromebook, Pencil, Pen, Sketch book (9x12), Note Paper, Folder/Binder. Otherwise, the school and Class Fee will take care of all other supplies. If you need help covering the fee, just let Ms. Schmit know via email and we can help.

Grades: Check CANVAS

Scores are updated once a week. Late/regrade work will be entered with next round of grading. If you have questions read assignment descriptions and check CreativeSchmit.com first, you'll probably answer them on your own. Canvas should sync with Powerschool but sometimes it's a bit wonky. If they don't match by end of Quarter email Ms.S

Late Work:

As long as the assignment is unlocked you can turn it in for full credit. No points off for late work.

Prepare Assign. lock the Friday following the due date
Rehearse/Perform Assign. lock 3 Days before end of QT.

Class PED Policy

No PED's Yes, this is your warning.

This is CMS policy. Use your Chromebook!



Your Grade

What do Grades Mean?

A+.....97%-100% } Exceptional; above expectations

A.....93%-96% } Overall great!
A-.....90%-92% } Meeting Expectations

B+.....88%-89% } Mastery a little low but good;
B.....83%-88% } missing some requirements; &
B-.....80%-82% } or room for improvements;
Overall meeting expectations.

C+.....78%-79% } Overall Mastery a low but ok;
C.....73%-78% } missing some important
C-.....70%-72% } requirements; Look for
comments for how to improve!

D+.....68%-69% } Turned something in but too
D.....63%-68% } incomplete to properly
D-.....60%-62% } evaluate; look for Comments
so you know what to fix to
improve!

F.....51%-59% } Turned-in incomplete or wrong
image; look for Comments!

F..... 0%-50% Missing/Never turned in

Rehearse

30% Overall Grade
Planning & Critiques

These assignments are all about building your visual language, art making and preparation skills. Learning vocabulary, practicing skills, and building background knowledge are essential for developing strong dynamic artwork. Assignments are made up of a series of tasks spread out over several days designed to help prepare for larger projects.

Perform

50% Overall Grade
Projects & Exams

After planning for a project, it's time to make one! Every project will have a set of requirements that usually incorporate things like media (materials), skill focus, size, time and content focus (what it's about). Requirements might be more specific for some projects than others. You are welcome, and expected, to apply your creativity as much as you want if you're still meeting the requirements.

Prepare

20% Overall Grade
Daily Work/Progress

These assignments help track your progress with Rehearse and Perform assignments. Task lists are posted on CreativeSchmit.com weekly and the Daily Announcements Presentation in class every day. Just need to turn in images of whatever was expected to be done in class that day. If you're absent for these assignments, just need to make up the tasks missed. For example, if you missed time working on a project, you'll need to make up that time missed outside of class time before the assignments lock the following week.

Absent/Late/Regrade Work

Simply put if the assignment is unlocked you can submit it. Rehearse and Perform work stay unlocked until 3 Days before the end of quarters. Prepare work will lock the following Friday of when it was assigned. That gives you at least 5 days to make them up before they lock. All assignments can be reworked and/or finished then resubmitted for grading until they lock. For example, if you earned an 85 on a project mainly because the craftsmanship was a bit messy and looked a little incomplete. Read and apply the feedback given (teacher comments and/or rubric) for ideas on how to clean up the craftsmanship, finish the project, and resubmit it for regrading before it locks.

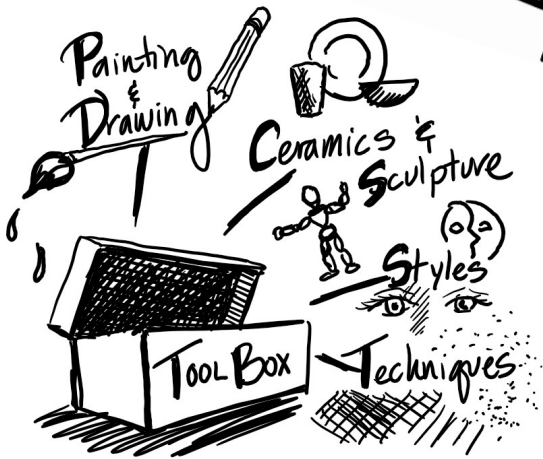
General Grading Rubric

Depending on the assignment, different emphasis might be put on one Key more than another. For Example: if we're focusing on learning a skill, effort is more important than creativity.

Keys to Success	Excellent	Proficient	Progressing	Needs Improvement
These concepts are used to evaluate your work. Going above and beyond what is "required" is the path to success.	A / 90-100% √+	B / 80-89% √	C / 70-79% √-	D / 60-69% √--
Skill <i>A task.</i> There are different levels for all skills. Just because you do it once doesn't necessarily mean you've "mastered" it. Everyone <i>always</i> has room to grow.	high level of understanding; you get it	moderate level of understanding; you mostly get it	low level of understanding; you're close to getting it	Skill missing or not demonstrated enough; can't tell if you get it or not
Craftsmanship <i>How well something is generally made and/or put together.</i> Always protect work from anything that may damage your work and apply appropriate finishing skills	High Quality Well made excellent finishing techniques	Good Quality some minor problems mainly just need practices for improvement	Needs Improvement a little messy Slowing down and taking your time will help improve fastest	Needs lots of improvement very messy Need to put more effort into taking your time.
Creativity <i>How unique /original your idea is compared to others</i>	Unique personal approach to requirements	Blended examples or similar to other work in the class, but tried to make it your own new idea	Similar to Examples but did a little something to make it your own	Copied little, if any, attempt at a new idea.
Effort <i>Evidence of time, energy, and focus put into your work.</i>	Exceeds Expectations lots of evidence and is reflected in all keys	Adequate need minor adjustments to work habits; ex: slow- down/speed-up	Below Expectations Need to tweak habits a lot- fixing this this will help improve all keys.	Needs Improvement Very Little evidence. Major changes need to work habits

The Keys to Success

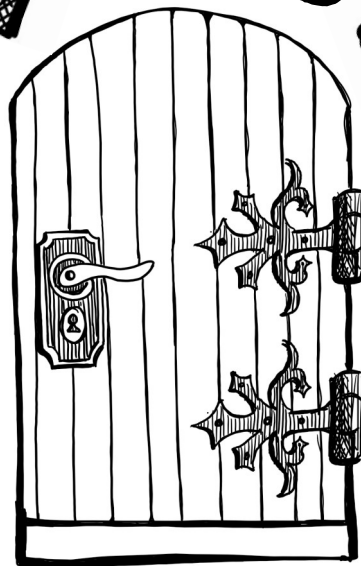
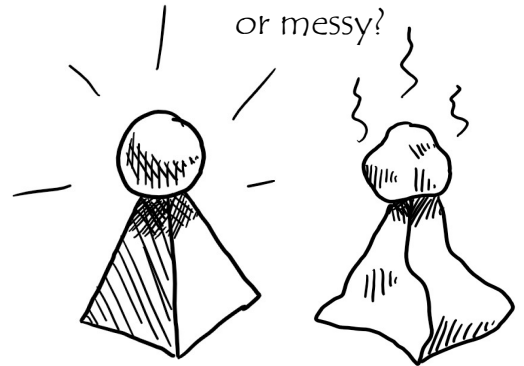
These are things that help build the foundation to strong work ethics which help everyone be successful in life, not just school



Describes what you know, and what you can do.



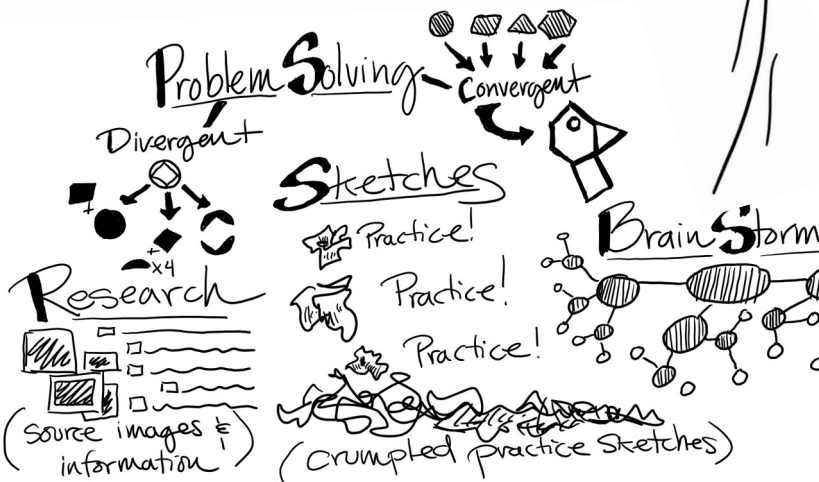
Describes Quality of work. Does it look like it was made with care? Does it look neat or messy?



The Keys To Success



Yes! It can be taught!



Time & Focus

This is the master key! It's the secret to really taking your work to the next level. All students are expected to demonstrate growth of their skills. "Checking off the boxes" is a good start but those who truly utilize all the time given is the real secret to earning an "A" and taking your work to the next level.



Class Descriptions and Learning Goals

All art classes are filled with projects and activities that will boost your expand your relationship to the world around you, critical thinking skills, develop your creativity and visual communication skills though writing, discussing, and of course by making personally meaningful art. The vital areas we will delve into to help expand our understanding of the world around, explore historical and cultural influences, and develop of constructive

Art Majors 8th Grade

Prerequisites: open mind and a willingness to try something new

Take your strong foundational understanding of fundamental art making techniques and how they relate to the Elements of Art, with a stronger emphasis on Principles of Design and the design process. Main expectation for work is focused on individual improvement– level of effort will go a long way.

Beginning Ceramics

Prerequisites: open mind and a willingness to try something new

Developing a strong foundational understanding of fundamental ceramic techniques and how they relate to the Elements of Art and the design process. Main expectation for work is focused on individual improvement– effort will go a long way. Students will maintain and artistic journal and a ceramic portfolio.

Ceramics Main Skill focus: Hand building only; Intro: a little of everything

Intermediate Ceramics:

Prerequisites: demonstrate proficiency in BC (B– or higher)

Continue to develop foundational Ceramics skills bringing them up to the next level as well as being more mindful of the Principles of Design. Expectations for overall quality of work are higher; however effort will still go a long way. Students will begin to take a more personal approach to their work while maintain and artistic journal and a ceramic portfolio

Main Skill focus: Hand building, Potter's wheel-making cylinders

Honors Proficient Ceramics:

Prerequisites: demonstrate proficiency in IC (B– or higher)

Continue to develop understanding by taking ideas from previous courses to the next level as well as delving more deeply into Creative Process. We will also incorporate a more concrete understanding of Art History and how artists' from our past affect our understanding of aesthetics and creation of art today. Expectations in general are higher; Effort will still be important, however the other key's need to make marked improvements as well.

Main Skill focus: Hand building, Potter's wheel-shaping cylinders

Honors Advanced Ceramics

Prerequisites: demonstrate proficiency in HPC(B– or higher)

Taking concepts from HPVA to next level of understanding with the intent of preparing students for the rigor of moving on to higher education after high school. Expectations, again, are higher; Effort will still be important, however the other key's need to make marked improvements as well.

Main Skill focus: Hand building, Potter's wheel-increasing size and making sets

Intermediate Sculpture:

Prerequisites: proficiency in B. Sculpture (B– or higher)

Continue to develop foundational Ceramics skills bringing them up to the next level as well as being more mindful of the Principles of Design. Expectations for overall quality of work are higher; however effort will still go a long way.

Honors Proficient Sculpture:

Prerequisites: proficiency in IS (B– or higher)

Continue to develop understanding by taking ideas from previous courses to the next level as well as delving more deeply into Creative Process. We will also incorporate a more concrete understanding of Art History and how artists' from our past affect our understanding of aesthetics and creation of art today. Expectations in general are higher; Effort will still be important, however the other key's need to make marked improvements as well.

Honors Advanced Sculpture

Prerequisites: proficiency in HPS (B– or higher)

Taking concepts from HPVA to next level of understanding with the intent of preparing students for the rigor of moving on to higher education after high school. Expectations, again, are higher; Effort will still be important, however the other key's need to make marked improvements as well.

AP Studio 3-D Art and Design

Prerequisites: proficiency in HPS (B– or higher)

See AP Packet for details– basic idea: you're demonstrating college level thinking, planning, and development of artwork that showcases your unique artistic voice.

AP Art History

Prerequisites: open mind, a willingness to try something new

The AP Art History course welcomes students into the global art world to engage with its forms and content as they research, discuss, read, and write about art, artists, art making and responses to and interpretations of art. Students can expect to make art, engage with artistic works, and as a group elaborate on the connection works that came before and after.

Message on Reading, Writing, and other “non” Art skills in an Art Class...

Knowledge in the real world in not compartmentalized like it seems to be in more traditional school settings. Ceramics is high temperature inorganic chemistry. Cutting mats for presenting artwork in a gallery is Geometry. Writing an artist statement is required for admission for any college or professional art gallery– your portfolio of work will never just “Speak for it's self”. All professional artist who are fully supporting themselves with their artwork spend significant amounts of time researching information and developing ideas, usually as much if not more than actually making artwork– and if it's not fun you're doing it wrong!

Preparing these skills takes time to develop and just when you think you've “mastered” them, some other deeper layer or alternate perspective is usually revealed.

So should anyone just make art for the simple task of making art? ABSOLUTELY! There's always a time and place for that and for many that is a great place for developing ideas for larger bodies of work.

The challenge is finding a balance between all of it. Life is always going to be throwing different things at you. Successful people are always adding and refining their bag of tricks of the trade to pull from.